

PRIMA'S OFFICIAL STRATEGY GUIDE

LORDS OF THE REALM®

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Prima's Official Strategy Guide

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Chapter 1: Introduction

In the Beginning...

It has been a few years since the last *Lords of the Realm* game. *Lords of the Realm II* earned a reputation as an innovative turn-based game, combining the strategy of managing a medieval empire with the challenge of fighting real-time battles.

Lords of the Realm III continues that tradition and brings it up to date. Turn-based has been replaced by real-time, two dimensions have become three, and multiplayer stands alongside single-player games. These new ideas have redefined the experience, making *Lords of the Realm III* different from its predecessors.

Although labeled a real-time strategy (RTS) game, *Lords of the Realm III* is unlike other RTS games. The strategies of resource-gathering, base-building, production queues, and more either don't apply or are different enough to seem new.

What hasn't changed is the combination of strategy and tactics, and the need to manage your kingdom well, lead boldly on the battlefield, and have fun. *Lords of the Realm III* is all about fun—this is no painful simulation of every pig and every grain of wheat. This is not the dreary historian's view of that time. Instead the game plunges you into the colorful world of noble warriors, ruthless mercenaries, and fast-paced sieges. The game lets you focus on one thing: being lord of your realm.

But to do that and to win, you need to understand how to wisely use the elements of *Lords of the Realm III*. That's what this guide is for. Here you will learn how to get the most out of your lands, how production works, and the strengths and weaknesses of each combat unit. You'll learn the secrets of your vassals—what vassals you have per scenario, who has the best ratings, and what you have to do to attract and keep them. You'll also be given detailed strategies for every conquest and battle, no matter whether you're playing against the computer or online against live opponents.

Finally, as you read through this, remember: This is only a guide. *Lords of the Realm III* is an open-ended game. Experiment with new strategies and new approaches to the various challenges. Perhaps the strategies described here will work for you—or maybe you'll discover an even better path to victory.



Chapter 2: How the Game Works

Lords of the Realm III is filled with choices created by interlocking systems—agents, retainers, orders, and special abilities layered on top of the basic systems. To get the most out of those choices, it pays to get under the hood and learn how the basic systems work.

Resource Level

The resource level has the most going on under the hood. This level contains the production and strategic planning the game has to process. The formulas for production, recruitment, construction, supply, and morale are constantly running while you're leading your armies. Knowing what those formulas are doing lets you get the most out of your lands and speeds you along your path of conquest.

Parcel Growth

Every time you assign a vassal to an empty parcel, you start the production process. After the main building appears, small fields and buildings pop up all over the parcel. That's a signal that your parcel production is growing. When you remove a vassal from the land, parcel production and growth stop.

Parcel growth is measured in levels ranging from one to five, with one being the least productive and five the most. A parcel's level is determined by the number of cultivated tiles it has. A single field or a building on the resource level is one tile. If you could add up the tiles, you would know what the parcel level is. However, it's easier to look at a parcel's Detailed Information. The parcel's current level is listed right below the icon for parcel type.

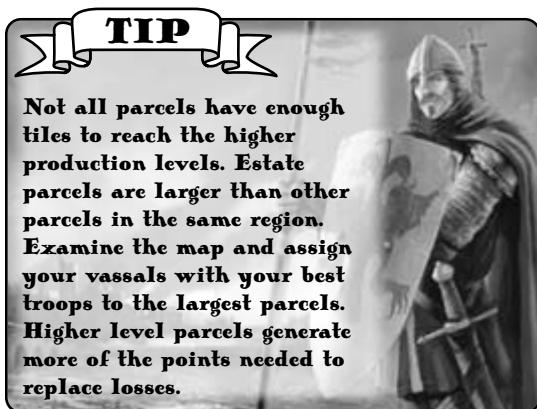
However, not all parcels are equal. They vary in the number of cultivatable tiles, ranging from 200 tiles or fewer to 700 or more. You can cultivate all tiles, except swamp, river, coastline, and roads. The table here shows the range of tiles for

each parcel level. As parcels increase in level, the time needed to change a tile from wild to uncultivated decreases, but the number of cultivated tiles needed to reach the next level also increases.

PARCEL AND ESTATE LEVEL (MINIMUM NUMBER OF CULTIVATED TILES PER LEVEL)

LEVEL	PARCEL	ESTATE
1	0	0
2	65	72
3	150	146
4	235	319
5	241	336

Parcel level affects many things throughout the game—food, crown, and recruitment production; the recovery of morale; and more. Later we'll translate these parcel levels into specific effects for each parcel type—farm, fief, town, and church.



Recruitment

Whenever you place a knight, he raises a company of soldiers. However, this company is not the largest he can command. All knights have a maximum company size beyond their starting numbers. This is noted in the numbers that appear beneath the troop icon on the Info panel. The first number is the company's current size, the second is the company's maximum size.

Chapter 2: How the Game Works

To gain a larger company and to replace losses from combat, the knight must recruit additional men and add them to his company.

Recruiting is done by gaining recruitment points. The knight's fief or castle generates a set of points, the amount increasing with level (see "Your Kingdom"). You can see how many recruitment points a parcel castle or fief produces by checking the Parcel tab on the Detailed Information panel for that fief or castle.

With these points, the knight "buys" soldiers for his company. Every soldier and siege engine has a point cost. If the knight has not earned enough points or there are excess points, these are saved and added to the next interval.

The knight's situation determines the frequency recruitment points are given. The greater distance from his home and the worse his supply status, the slower the knight recruits new soldiers, as shown on the table here.

RECRUITMENT FREQUENCY

LOCATION	FREQUENCY (SECONDS)
In Fief/Castle	15
In Friendly Territory	30
In Enemy Territory	60
Out of Supply	—
Garrison	30

If you take a knight off his parcel and send him to the vassal pool, his company size gradually returns to its original size.

TIP

To replace your losses, make sure your knight is in supply and in friendly territory.

For the fastest growth, send your knight to his home parcel, where he has his best recruitment rate.



Strategic Movement

After you raise your armies, you need to move them to the front. On the strategic level this is kept simple, so you can focus on more important tasks. All armies—whether a single company of peasants, two companies of light cavalry, or a 10-company mixture of infantry, cavalry, and siege weapons—move at the same speed when marching from parcel to parcel. The base movement rate for an army is measured in the time it takes to cross a single tile.

Certain things affect movement rate. For starters, armies cannot enter swamp tiles, so you have to plan your moves around any swamps. Second, moving along roads is faster than moving cross-country. But most importantly, armies that are foraging or out of supply march at slower-than-normal rates.

Force Marching

Sometimes an army has to be there as quickly possible. For such times you need to force march. When you issue a force march command, the army speed increases by 33 percent. However, every company in the army loses five points of morale for every 15 seconds of force marching. This morale loss can add up quickly, especially if the army is out of supply or foraging at the same time!

MOVEMENT

SITUATION	SECONDS PER TILE
In Supply	2
Foraging	3
Out of Supply	6
Road	33% bonus
Force March	33% bonus

Supply

To get the most out of your armies, it's important for them to have food. *Lords of the Realm III* makes supply more than matching food points to companies raised.

Farms and manors generate food points. The exact number depends on the parcel level (see "Your Kingdom"). These points are totaled and displayed in the menu bar at the top of the screen. Every knight's company requires one point of food (this number is displayed on the menu bar, too). If you produce more food than you have companies, extra food is stored in manor houses (if you have no manor houses, the food is lost). If you don't have enough food for all your companies, some or all will suffer penalties, depending on your food-to-companies ratio.

So, as long as your company's total is less than your food total, no problems, right? It's not that simple. Even if you are producing enough food, there can be times when your troops still will be out of supply.

Having enough food points is not enough; the food has to reach the army. *Lords of the Realm III* determines this by a two-step process. First, to be in supply, your armies must be within five parcels of a friendly estate. The actual path to the estate does not matter; your army can be in the heart of enemy territory provided it is within the range above. If the army is farther than five parcels away, it is automatically out of supply.

Now it gets tricky. Even if your army is in range of a friendly estate, it still can be affected. It depends on whether you are in friendly or enemy territory and how short of food you are. The Supply State shows what happens to your armies based on their locations and your shortfall percentage. Food points equal companies in the field.

SUPPLY STAGE STATE

ARMY LOCATION	PERCENTAGE OF COMPANIES FED			
	100%	99–75%	74–50%	<50%
Friendly Territory	In	In	Foraging	Out
Enemy Territory	Foraging	Out	Out	Out
Out of Estate Range	Out	Out	Out	Out

When an army is in supply, everything is normal. When an army is foraging, its movement slowed because the troops must spend time raiding for food. When an army is out of supply, its movement is reduced and it loses morale.

TIP

A strong enemy is a big problem, especially if he is invading. You need to weaken him and buy yourself more time. One way to do this is to destroy his farms, leaving him without enough food for his men. As his armies enter your parcels, they are out of supply, which slows his troops and lowers their morale.



Battle Level

Of all the systems in *Lords of the Realm III*, none is more important than combat. Without fighting and winning battles there is no hope of winning the game. While the troops are described elsewhere in this guide, it helps to understand the basics of how the combat system works.

Every soldier has at least three ratings: Offense, Defense, and Health. (Archers and crossbowmen have a Ranged Offense rating, too.) The Offense and Defense numbers vary by soldier type, but Health is always 500. When soldiers fight (and they fight as individuals even though you give

Chapter 2: How the Game Works

orders to whole companies), both sides automatically damage each other. The amount of damage is determined by the ratio of Offense to Defense ratings, as shown on the table here.

COMBAT RATIOS AND DAMAGE

OFFENSE:DEFENSE RATIO	DAMAGE PER ROUND	SECONDS TO DEATH
1:5	20	50
1:4	25	40
1:3	33	32
2:5	40	26
1:2	50	20
3:5	60	18
2:3	67	16
3:4	75	14
4:5	80	14
1:1	100	10
5:4	125	8
4:3	133	8
3:2	150	8
5:3	166	8
2:1	200	6
5:2	250	4
3:1	300	4
4:1	400	4
5:1	500	2

For example, Brett (Soldier A) has an Offense of 75 and a Defense of 50. Jesse (Soldier B) has an Offense of 150 and a Defense of 75. In this case Brett's ratio (attacking Jesse) is 75 to 75 or 1:1; Jesse's ratio (attacking Brett) is 150 to 50 or 3:1. Brett does 100 points of damage each combat round, while Jesse does 300 back. Jesse will win the fight in two rounds, although he will be wounded. (Each round is two seconds.)

All this assumes Brett and Jesse are otherwise equal. However, at times one or the other soldier has an advantage. A man standing on the top of the wall has an easier time than his enemy who is climbing the ladder. A soldier's location, the formation he is in, his special abilities, or even the orders he has been given can all increase or

decrease the Offense or Defense rating. All the modifiers that apply to a situation are calculated to come up with the final ratio.

COMBAT MODIFIERS

MODIFIER TYPE	OFFENSE MODIFIER	DEFENSE MODIFIER
<i>Situations</i>		
Attacking Enemy Flank	+25	—
Attacking Enemy Rear	+50	—
Charging, Cavalry	x5	-20
Charging, Infantry	x3	-20
Men on Gate/Tower/Keep	—	x8 ¹
Men on Wall vs. Ladder/Siege Tower	x1.5	x1.4
Men on Wall vs. Ranged Combat	—	x4
Men on Wall vs. Tower/Gatehouse	x.5	x1
Siege Engine on Gate/Tower/Keep	—	x2 ¹
Under Ranged Attack	-15	-5
<i>Special Abilities</i>		
Counterstrike	x3 ²	—
First Strike	x3 ³	—
Heavy Armor	—	x 2
Masterpiece Armor	—	x 2.5
Ranged Defense	—	x2 ¹
<i>Formations</i>		
Column	—	+5
Dense	—	-10 ¹
Line	+5	—
Loose	—	+10 ¹
Mantlet	-10/+5 ⁴	-5/+8 ¹
Phalanx	+10/x3 ⁵ /x5 ⁶	+5
Schiltrom	+5/x3 ⁵ /x5 ⁶	+5
Shield Wall	-15	+15/x2 ⁵ /x3 ⁶
Skirmish	—	-20
Stakes	-/+5 ⁴	+5/+100 ⁷

¹ vs. ranged attack

² vs. polearmsmen

³ vs. cavalry

⁴ Ranged Offense

⁵ vs. charging infantry

⁶ vs. charging cavalry

⁷ vs. all charges



Overwhelming Odds

Your knights are brave, not suicidal. There are times when the enemy is so strong that victory is not possible. If forced into battle when the odds are roughly 10 to 1 against it, an army automatically surrenders instead of fighting. These odds are figured by looking at the unit costs (raised or lowered by the morale class of each unit) and comparing the total to that of the opposing force. Because morale is factored in, sometimes a single company of brave men will face off against a mighty army!

Morale

From the above, it's clear that morale is an important factor. It affects how vigorously your companies fight on the battlefield and how long you can keep them away from their fiefs before they start to desert. Units with the highest morale are capable of feats of extraordinary bravery. Those at the other end of the spectrum are good for little more than cannon fodder.

Every company has a base morale class from three to seven. The average morale class is four, and the higher the rating the better. Ratings above seven or below three are possible.

Morale class determines how much morale a unit gains or loses due to events and the maximum morale possible for the unit. The better the morale class, the less morale is lost due to bad things happening.

Those things that can modify the morale class are shown here.

MORALE CLASS MODIFIERS

KNIGHT LEVEL	MORALE CLASS BONUS
Bravery Special Ability	-3 to +10
Chivalry 1	-2
Chivalry 2	-1
Chivalry 6	+1
Chivalry 7	+2
Company Leader Dead	-1*
Defending Church Land	+1*
Knight in Engage Mode	+2*
Knight, Kingdom	+2
Knight, Lesser	-1
Knight, Regional	+1
Knight, Special	+1
No Quarter Declared by Opponent	+2*
On Crusade	+1*

* For that battle

On the battlefield, events can raise or lower a company's morale. These events apply to that battle, although a company may see its morale go up or down overall at the end of the battle.

MORALE EVENTS

EVENT	MODIFIER
Company Leader Killed	-25
Destroy Enemy Siege Weapon	+10
Enemy Company Routs	+10
Enemy Company Surrenders	+15
Kill Enemy Knight	+10
Rallying (per 3 seconds)	+4
Soldiers Killed	-1/Total # in Company x 100

Rout, Surrender, and Desertion

When a company's morale drops too low, it's forced to make a break check. If the check fails, bad things happen. Just what happens depends on whether the unit is in battle or marching across the strategic map.

Chapter 2: How the Game Works

On the battlefield, when a unit's morale fails, it will rout or surrender. Companies rout in open field battles and when they are the attacker during sieges—provided there is a clear path for fleeing. If a company cannot find a safe location to rout to, usually because it is surrounded by enemy units, it surrenders instead. Surrendered companies immediately disappear from the battlefield.

When routing, the company moves at the fastest possible speed to a safe location away from enemy units. Once there it begins rallying, regaining four points of morale every three seconds. When the company's morale is above 33, it re-forms and is ready for battle. However, if an enemy comes too close to the routed company, it flees until it is at a safe distance.

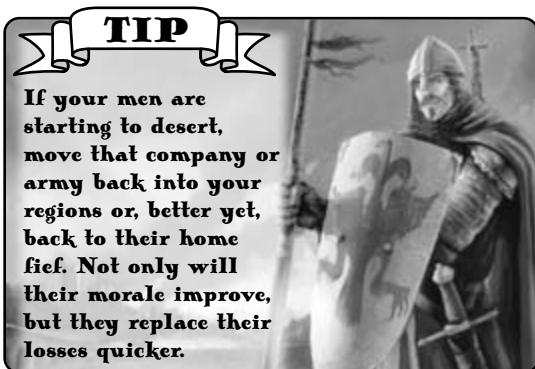
For defenders in a castle, there is no safe place to flee. When their morale breaks, they surrender.

Withdrawal

When you order a withdrawal from battle, you may take additional losses to your troops. It depends on whether your opponent is fighting honorably, neutral, or with no quarter. When your opponent is fighting honorably, you can withdraw without additional losses. If your opponent has a neutral attitude toward you, your companies lose 25 percent of their men when retreating. However, if the opponent has declared no quarter, all withdrawing companies automatically suffer an additional 40 percent loss.

Desertion

On the strategic map, companies do not rout or surrender (except if faced by overwhelming odds). Instead, when a company's morale drops below 33, men begin to desert. How fast men desert depends on the company size—the larger the company, the more men desert at one time. When there are fewer than five men left in the company, it disbands.



Diplomatic Level

Although you can't place them on the map or use them to attack your enemy, your political ratings—Chivalry, Christianity, and Honor—are very important tools in shaping your realm. The rating level and the combinations of those levels—a high Chivalry score combined with a high Christianity, for example—affects which special vassals are attracted to your side. Special vassals have the most powerful companies and special abilities, so you really want them.

The trick to manipulating your ratings is to understand how the political rating system works, in terms of how the numbers are set up and what actions and events can change those numbers.

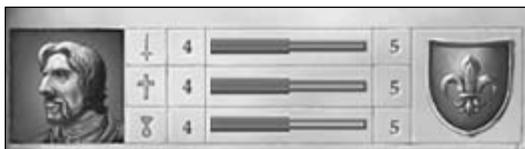


Fig. 2-1. Your ratings display

All three ratings are ranked from one (worst) to seven (best). On the display (Fig. 2-1), your current rating is to the left and the next target is to the right, with a bar separating the two numbers. This is a 100 point scale and your progress along it shows how close you are to going up or down a level. When a rating goes

up or down, the bar immediately moves to the center. So, if your Honor rating goes up one from three to four, the bar immediately sets to 50 (essentially a rating of 450).

Rating Effects

High ratings (six and seven) and low ratings (one and two) affect several game factors. Most noticeably, you see different vassals come to your banner based a single high or low rating or on a combination of ratings. More details about these vassals can be found in Chapter 4: Understanding Your Vassals, and in Chapter 11: The Conquest Scenarios. The other effects are detailed here.

Christianity

- 1: Heretic (can be crusade target)
- 2: Excommunicated

Chivalry

- 1: -2 Morale class to all units
- 2: -1 Morale class to all units
- 6: +1 Morale class to all units
- 7: +2 Morale class to all units

Honor

- 1: +25% to mercenary, castle, and ransom costs
- 2: +10% to mercenary, castle, and ransom costs
- 6: -10% to mercenary, castle, and ransom costs
- 7: -25% to mercenary, castle, and ransom costs

Changing Your Ratings

Decisions you make and events that occur will change your ratings. Knowing what drives your ratings up and down is the key to shaping your vassal pool. The tables here list things that change your ratings and by how much.

CHRISTIANITY EVENTS

EVENT	EFFECT
Battle at Enemy Cathedral	-20*
Battle in Enemy Territory	-25*
Battle on Enemy Cathedral Region	-5*
Battle on Enemy Church Parcel	-7.5*
Conquer Region on Crusade	+25
Holy Scholars	+1
Pillage Church Land	x2 pillage penalty
Pillage Land	-25 per tile
Pillage Own Land	x2 pillage penalty
Raze Cathedral	-50
Raze Church	-25
Raze Farm	-12.5
Raze Manor House	-25
Own 1–2 Churches	+3.33 per minute
Own 3–5 Churches	+5 per minute
Own 6–9 Churches	+6.66 per minute
Own 10–14 Churches	+10 per minute
Own 15+ Churches	+15 per minute
Own Cathedral	+2.5 per minute
Win Battle at Friendly Church Parcel	+5

* Cumulative with other battle conditions



Chapter 2: How the Game Works

CHIVALRY EVENTS

EVENT	EFFECT
Battle, Lose	Varies*
Battle, Lose Fighting Honorably	Lose x.5
Battle, Win	Varies**
Battle, Win Fighting Honorably	Gain x1.5
Become King	+50
Conquer Region	+10
Conquer Region Fighting Honorably	+15
Hire Mercenary	-10
Knight Returns to Fief Due to Low Morale	-15
Pay Ransom (Common Knight)	+5
Pay Ransom (Kingdom Knight)	+25
Pay Ransom (Lesser Knight)	+2.5
Pay Ransom (Regional Knight)	+12.5
Pay Ransom (Special Knight)	+25
Refuse to Ransom (Common Knight)	-10
Refuse to Ransom (Kingdom Knight)	-50
Refuse to Ransom (Lesser Knight)	-5
Refuse to Ransom (Regional Knight)	-25
Refuse to Ransom (Special Knight)	-50
Set No Quarter	-50

* The bigger the battle or the worse the odds, the greater the loss.

** The bigger the battle or the worse the odds won against, the more Chivalry gained.

HONOR EVENTS

EVENT	EFFECT
Attack Ally	-50 (additional)
Battle Ally's Enemy	+5 per battle
Break Alliance	-50
Declare War	-30
Execute Common Knight	-5
Execute Kingdom Knight	-25
Execute Lesser Knight	-2.5
Execute Regional Knight	-12.5
Execute Special Knight	-25 to base
Fight Honorably Through Entire War	+100
Grant Honorable Withdrawal*	+10
Hire Mercenary	+2
Make Alliance	+25
Make Peace	+10
Offer Common Knight for Ransom	+5
Offer Kingdom Knight for Ransom	+25
Offer Lesser Knight for Ransom	+2.5
Offer Regional Knight for Ransom	+12.5
Offer Special Knight for Ransom	+25 to base
Raze City	-50
Raze Town	-25

* Enemy withdraws while your attitude is set to Fight Honorably



Chapter 3: Your Kingdom

Part and Parcel

It's all about land. To raise armies, cash, and food, you need land—parcels, regions, and kingdoms. Even then you need to make sure you get the most from what you have. This chapter breaks down each parcel by type and shows you what it produces and how much at each level.

Farms



Unless you are playing an all-mercenary game, farms are the lifeblood of your realm. They produce the food for your armies and provide the labor to speed castle building and repair. While all the food produced in your realm is totaled at the top of the screen, construction points are limited to regions. When building a castle, the total construction points of all the farms in the same region are used to determine the building time (see Chapter 9: Castles). The Farm Production table shows the amount of food and labor produced at each level.

FARM PRODUCTION

FARM LEVEL	FOOD PTS.	CONSTRUCTION PTS.
1	1	1
2	1.5	2
3	2	3
4	2.5	6
5	3	12

Manor Houses



Manors have the same functions as farms. In addition, manor houses store excess food you produce. Excess food happens when you have more food points than

companies on the map. The greater the difference between your food and troops, the faster your manor houses fill. Finally, a manor house allows you to apply the total construction points produced in the same region to construction in any adjacent region. Thus, a manor house “lends” its labor pool to its neighbors for castle building.

MANOR HOUSE PRODUCTION

MANOR LEVEL	FOOD PTS.	CONSTRUCTION PTS.	FOOD STORAGE
1	3	2	50
2	4.5	3	100
3	6	6	200
4	7.5	12	400
5	9	25	800

TIP

To get the most food from the least land, look for vassals with the Farmer and Seneschal special abilities and concentrate them in one region. Farmers increase the points of food grown, and a Seneschal speeds the productivity of a parcel or region.

To speed up castle construction, look for vassals with the Industrious special ability.

Chapter 3: Your Kingdom

Towns



An empire does not live on its stomach alone. Lords need cash to build castles, hire mercenaries, and ransom hapless knights

from the clutches of the enemy. To gain crowns (generated once every 15 seconds, and added to your treasury), you need to charter towns.

Towns are also the center of mercenary activity. Every town you create increases the total number of mercenaries you can hire, as shown by the Mercenaries column in the Town Production table. This number is also the number of mercenaries available for hire at that town.

TOWN PRODUCTION

TOWN LEVEL	CROWNS	MERCENARIES
1	5	0
2	10	1
3	20	2
4	30	2
5	40	3

Cities



Cities are one of the most valuable parcel types. Not only do they produce crowns and provide mercenaries, they come equipped with

walls and garrison troops at no cost to you. While city fortifications are not as powerful as a castle's, they make good mid-field defenses. In addition to crowns and mercenaries, the City Production table shows the recruitment points produced to replace garrison losses, the rate for recovering morale of garrison units, and the garrison companies present at each parcel level.

CITY PRODUCTION

CITY LEVEL	REVENUE	MERCENARIES	GARRISON RECRUITMENT	GARRISON MORALE RECOVERY	GARRISON COMPANIES
1	12	1	9	1	1 of Spearmen
2	25	2	18	2	1 of Crossbowmen, 1 of Spearmen
3	50	3	37	3	1 of Footmen, 2 of G. Crossbowmen
4	75	4	75	4	1 of G. Crossbowmen, 1 of Spearmen, 1 of Footmen, 1 of Bowmen
5	100	5	150	5	1 of Swordsmen, 1 of Footmen, 1 of Crossbowmen, 1 of Bowmen

TIP

Using your vassal special abilities, you can make more money and influence mercenaries. Financier raises crown production. Renown increases the number of mercenaries you can hire, while Good Employer draws them to that particular location and Negotiator reduces the cost to hire them. For best effect, look for vassals who can affect all the towns and cities in a region.

Churches



It's easy to overlook churches because they don't produce food, crowns, or troops. In a smaller scenario, you may not feel like you have a parcel to spare. However, churches have a powerful effect that should not be overlooked.

Churches do three basic things. First, they produce Christianity points. Second, they provide a productivity bonus to all other parcels in the region. Third, they speed parcel growth in the region, making your parcels rise in levels faster. However, only the bonus for the highest-level church in a region has any effect, so you can't load up a region to make it a super producer.

CHURCH PRODUCTION

CHURCH LEVEL	PRODUCTIVITY BONUS	GROWTH INCREASE
1	5%	0
2	10%	1
3	25%	2
4	33%	3
5	50%	4

Cathedrals



Just as churches are easy to overlook, cathedrals may seem like a losing proposition, but they can give a significant boost to an entire region. Like churches, cathedrals provide a productivity bonus and a growth increase. However, a cathedral's benefits are in addition to those of any churches in the area, up to the maximum for the cathedral's level.

CATHEDRAL PRODUCTION

CATHEDRAL LEVEL	PRODUCTIVITY BONUS	GROWTH STAGE INCREASE	MAXIMUM PRODUCTIVITY BONUS
1	10	1	25
2	25	2	50
3	33	3	100
4	50	4	200
5	100	5	400

Chapter 3: Your Kingdom

TIP

A well-placed combination of church and cathedral can turn a large region into a powerhouse. Look for clergymen with the Devotion special ability to increase your production bonus. The cathedral bonus, applied in a food- or crown-producing area, can turn the region into a production dynamo.

Fiefs



While fiefs don't produce crowns or food, they do make men—the bread and butter of your conquest. They also provide the resources needed for your troops to replace losses and regain morale after hard

battles, resources that are vital to sustaining your realm in the long run. Recruitment points are generated by the fief to replace company losses (or siege weapons). Morale recovery points do the same for a company's morale rating. Fiefs also provide defense. They have fortifications and garrisons that grow with the parcel level.

FIEF PRODUCTION

FIEF LEVEL	RECRUITMENT PTS.	SIEGE ENGINE PTS.	MORALE RECOVERY	GARRISON COMPANIES
1	30	2	1	—
2	40	4	2	—
3	60	6	4	1 of Crossbowmen
4	90	9	6	1 of Crossbowmen, 1 of Spearmen
5	135	13.5	8	1 of Footmen, 1 of Bowmen

Castles



Of all the parcel types, castles are by far your most impressive. Like fiefs, they provide troops and the resources needed to refit them in both equipment and spirit. In addition, castles have their own labor force, reflected in their construction points. These are used to make repairs and upgrades even when you have no farms in the region to supply manpower.

Castle parcels don't have fixed garrisons as do fiefs, because that is determined by the castle you build. Instead, the parcel generates a separate set of recruitment and morale recovery points to replace and refit the castle's garrison. This is in addition to the points used for a knight's regular company.



CASTLE PRODUCTION

PARCEL LEVEL	RECRUITMENT PTS.	SIEGE ENGINE PTS.	MORALE RECOVERY	CONSTRUCTION PTS.	GARRISON RECRUITMENT PTS.	GARRISON MORALE RECOVERY
1	40	4	2	2	9	1
2	60	6	4	3	18	2
3	90	9	6	6	37	3
4	135	13.5	8	12	75	4
5	200	20	10	25	150	5

TIP

Place your knights with the most expensive troops (cavalry, nobles, or chevaliers, for example) into estate parcels. Not only do castles generate more recruitment points than fiefs at all levels, estate parcels are normally larger than other parcels, so higher parcel levels are possible. Finally, adding an Armorer to the castle adds even more recruitment points. By generating more points, your best companies grow (and replace losses) faster than if they had been assigned to a lowly fief.



Chapter 4: Lords and Vassals

Understanding Your Vassals

Understanding your vassals is one of the most important secrets of *Lords of the Realm III*. Vassals are the muscle and bone of your realm. You may be the brains, but without loyal men on the ground, your plans and ambitions mean nothing. By choosing the right men for the job and exploiting their special abilities, you can generate a significant edge over your opponents. And with more than a thousand vassals in the game, you have a lot to choose from!

Power Levels

Vassals come in four power levels: lesser, common, regional, and kingdom. As an extra, a vassal of any power level also may have unique properties that make him a special vassal.

Lesser Vassals

Lesser vassals are always available. Place a lesser vassal on the map and a new one is added to your vassal pool. You can never run out. However, lesser vassals have penalties that make them less desirable. You can recognize when your opponent is using lesser vassals because lesser vassals have only given names and not surnames.

LESSER VASSAL PENALTIES

VASSAL TYPE	PENALTIES
Knight	Armorer -1, Loyalty -1
Burgher	Financier -1, Renown -1
Clergymen	Devotion -1, Seneschal -1*
Serf	Farmer -1, Industrious -1

* Affects entire region

NOTE

Because a new lesser is created whenever you place one, you can assign and remove lesser knights until you get one with a troop type you want. Lesser knights can have peasants, crossbowmen, footmen, light cavalry, and warriors. This is a good way to add some crossbowmen or warriors into an army.

TIP

Because lesser knights cost few Chivalry points or crowns to ransom when captured, they make for good suicide armies, or work well to scout out castle defenses or enemy army numbers.

TIP

If you're running low on knights, protect your better knights by throwing "junk" armies of lesser knights at your opponent to weaken him. Such a strategy is useful if you combine it with vassals (such as Legates or Royal Stewards) who assign additional companies to the same region.

Common Vassals

Common vassals form the backbone of your vassal pool, especially in the early to middle stages when you are still collecting other, more powerful vassals. Although he can only be in one player's pool at a time, common vassals are shared by all players. When he leaves your vassal pool, the

common vassal is assigned to another player at random. If he is captured and not ransomed, he enters the pool of his captor. As such, the common vassals are among the most fluid in the game.

TIP

Common knights aren't worth executing. Ransom them and take the money. An alternate strategy is to execute every common knight you capture, hoping to starve your opponents for troops. However, every common you execute is one who could serve you, so wisely use this tactic!


TIP

To weaken your enemy, execute regional knights. Of course, that means when you succeed in taking their regions, those knights won't be there for you, either! If you know your opponent is using a specific regional vassal, conquer the region and claim the vassal. From the other side, ransom a regional knight.



Regional Vassals

Regional vassals belong to specific regions. If you own the region, you own the regional vassals associated with it. If they are in another player's pool, they leave his or her pool and enter yours. If they are assigned lands in another player's realm, they abandon the parcel and enter your pool. The same happens if another player takes one of your regions.

Regional vassals are more powerful than common vassals. They start with larger companies (for knights) and more special abilities. They are often the most powerful vassals available in the game's early and middle stages. Keep an eye out for regional vassals and make sure they stay in play. Regional vassals are to the left of any common vassals of their type in the vassal pools.

Kingdom Vassals

Kingdom vassals are among the game's most powerful vassals. You get them by controlling kingdoms. (A "kingdom" could be a kingdom, duchy, county, or any collection of politically independent regions.) As with regional vassals, kingdom vassals can change sides as kingdoms change hands.

Kingdom knights have larger companies with more powerful knights leading them. Kingdom vassals are powerful enough to change the flow of gameplay, so you want them to defeat your enemies. Kingdom vassals appear on the far left of their type in your vassal pool. Kingdom vassals can have a wide variety of special abilities, but all fall into one of the categories here.

- Two extra companies, one individual special ability
- Two abilities affecting an entire region or army, one siege weapon
- Extra siege weapons, one ability that increases a knight's combat
- Six individual special abilities

A kingdom vassal is a formidable force!

TIP

Unless you are about to lose your kingdom, ransom kingdom knights if you can afford it. On the other hand, if you capture and execute a kingdom knight, it is a huge blow to your enemy. If you are strong enough to claim the crown, show mercy so he will join your pool when the time comes.



Special Abilities

Special abilities raise vassals above the ordinary. With special abilities your men gain extra troops, better combat ability, siege weapons, more production, protection from crusades, and more.

Most special abilities have a ranking ranging from -1 to 5. Negative scores are penalties, and placing the vassal reduces the effectiveness of whatever that special ability affects. Most of the time penalties are on lesser vassals, which is all the more reason to avoid using them.

“Splash” Abilities

How skillfully you use your vassals’ special abilities is the secret to building a mighty realm and breaking your enemies. These powers make your knights rise above the ordinary, and turn your burghers into merchant princes and your clergymen into divines of the first order. Before we discuss the specific abilities, you should understand how abilities are applied. Knowing what an ability can affect helps you get the most out of a vassal’s power.

Special abilities are applied to the vassal, his company, or his parcel. Ferocity, for example, affects the knight’s company; Industrious applies to the parcel where the vassal is assigned. These abilities are listed by their names on the Detailed Information panel.

Sometimes the ability applies to more than one thing, however. A knight’s Ferocity ability may apply to all companies in the same army; a serf’s Industrious ability may extend to all parcels in the same region. It’s called “splashing” when the special ability affects not only the vassal but also all other vassals in the same region or army. A vassal whose special power can be “given” to others is a tremendous advantage. A clergyman who provides an extra company of garrison troops to every castle, city, and fief in a region has a lot of value. A knight who makes all the companies in an army attack and defend better is a valuable asset.

When an ability splashes to other parcels or companies, it is identified in the Detailed Information panel for that vassal by an icon before its name. The building icon means it splashes to other parcels in the same region. The soldier icon means it applies to other companies. As you place vassals onto your lands, pay attention to which ones have splashing abilities, and strategically place them. By combining splashing (and normal) abilities, you can work miracles throughout your realm. With the right men in the right positions, you’ll out-produce, out-defend, and out-fight your opponents.

Special Ability Descriptions

Accuracy

This increases the ranged attack value of the company by the number shown in the Detailed Information panel for the vassal.

Additional Company/Siege Engine

This gives an extra company of troops or siege engines to a knight. These do not have to be of the same type as the knight’s first company. In the case of siege engines, the knight may gain one or multiple weapons (one trebuchet or three ballistae, for example).

Architect

This lowers (or raises) the construction costs for castles.

COST CHANGE PER LEVEL

-1	1	2	3	4	5
+50%	-5%	-10%	-25%	-50%	-100%

TIP

You can use a vassal with Architect ability as a "wandering specialist," assigning him to parcels where you intend to build or upgrade castles. Place him and pay for the castle at reduced cost. When the job is done, swap the Architect out for another knight with more troops and combat ability.



Armorer

Vassals with the recruitment ability reduce the cost to add and replace soldiers to a company. The cost for any given soldier type is in Chapter 5.

COST CHANGE PER LEVEL

-1	1	2	3	4	5
+50%	-5%	-10%	-25%	-50%	-100%

Bravery

Bravery increases (or decreases) the company's base morale class by the amount shown on the vassal's Detailed Information panel. However, no company can have a morale class greater than 10 or less than 1.

Builder

Builder vassals add points to the defensive health of castle components. Wall sections become stronger and towers mightier, making them better able to withstand siege weapons. The amount added is shown on the vassal's Detailed Information panel.

TIP

If you have a vassal with Builder ability that splashes to all parcels of a region, place him on your front where the enemy is likely to attack. That way his ability strengthens the defenses of that region's fortifications, making life harder for your enemy.



Chivalrous

Vassals with this ability generate Chivalry points every minute. These points are added to your current rating. Such vassals are useful if you are trying to attract knights who require you to have (and keep) a high Chivalry rating.

Consumption

This is a particularly useful special ability, because it reduces the number of companies who require food points. At each level, the number shows the difference you can have between companies you raise and those you must feed. However, that difference cannot be more than the number of companies in the vassal's army. Thus, a vassal with an ability of five who leads an army of two companies can feed only those two companies for free. The remaining three points of his ability are not used until more companies are added to his army.

COMPANIES IN EXCESS OF FOOD POINTS

-1	1	2	3	4	5
-3	+1	+2	+3	+4	+5

Crusade

Good for warlike players, a vassal with the Crusade ability lets you change any war you fight into a crusade, regardless of the Christianity ratings on both sides. The effect is not automatic; you still must declare a crusade against your opponent.

Chapter 4: Lords and Vassals

Devotion

This ability increases the productivity bonus gained from a church or cathedral. The amount varies with the level as shown.

BONUS INCREASE PER LEVEL

-1	1	2	3	4	5
-50%	+5%	+10%	+25%	+50%	+100%

Diplomatic

Diplomatic vassals reduce the penalties to your ratings for your actions. You can fight on church land, declare war, and even backstab your allies with less damage to your standings. A given ability affects only one of your ratings, as noted in the special vassal tables found later in this guide.

Engineering

This special ability is useful for those who frequently storm castles. Vassals with the ability have field siege equipment with longer range, more offensive power, and a better Defense rating. Engineering has only three levels.

SIEGE WEAPON ENGINEERING BONUSES

ABILITY LEVEL	RANGE	OFFENSE BONUS	DEFENSE BONUS
1	+5	+10%	+10%
2	+10	+25%	+25%
3	+20	+50%	+50%

Farmer

The Farmer ability adds bonus food points to farms and manor houses.

ADDITIONAL FOOD POINTS PER LEVEL

-1	1	2	3	4	5
-1	.5	+1	+1.5	+2	+3

Ferocity

Ferocity adds to the Offense rating of combat units. The amount added is shown on the vassal's Detailed Information panel.

Financier

The Financier ability increases the money production of a town or city.

CROWN INCREASE PER ABILITY LEVEL

-1	1	2	3	4	5
-50%	+5%	+10%	+25%	+50%	+100%

TIP

If you have a Financier vassal who splashes the ability to a region's parcels, turn one of your regions into a cash-producing powerhouse. Build a city and as many towns as you can spare in the same region as the vassal, and crown production will soar.

Good Employer

Vassals with the Good Employer ability have sound reputations in the mercenary world. These vassals attract more mercenaries to their town or city. This does not increase the number of mercenaries you can hire at any time, but if there is an empty slot, new mercenaries are more likely to appear where a Good Employer is placed. The higher the special ability level, the greater the chance they will appear.

Honorable

Vassals with the Honorable ability generate Honor points once every minute. This is useful if you are playing a mercenary-oriented game and want to attract powerful burghers for your cities.

Industrial

Industrial vassals are found among serfs. This ability increases the number of construction points a farm, manor, or castle produces.

CONSTRUCTION POINT INCREASE PER LEVEL

-1	1	2	3	4	5
+50%	-5%	-10%	-25%	-50%	-100%

TIP

Before starting a major castle upgrade, place one or more Industrious serfs of higher levels in the same region. The extra construction points they generate help get your fortress up and running in a much shorter time.
Plus, include a vassal with Architect ability to make the process faster and cheaper.



Loot

At the end of any victorious battle, your men automatically gather the spoils of victory. Vassals with the Loot ability are better at scavenging the enemy dead.

LOOT BONUS PER LEVEL

-1	1	2	3	4	5
-50%	+5%	+10%	+25%	+50%	+100%

Loyalty

Vassals with this ability inspire their men, even in the face of disaster. The ability gives a bonus to morale recovery as shown here.

MORALE RECOVERY BONUS PER LEVEL

-1	1	2	3	4	5
-50%	+5%	+10%	+25%	+50%	+100%

Luck

Being a knight is a perilous business. With every battle there is a chance of capture or death. Throughout history there have been those knights who manage to escape even the most hopeless situations. The Luck ability reflects this, by improving the odds that the knight will escape death and capture at the end of any battle.

Nor does the knight need to be lucky. There are clergymen who, through prayer, can improve the luck of all knights based in their region. There

are also burghers who, through coin and favors, can accomplish the same thing.

However, Luck is an uncertain thing. Having the ability does not guarantee a knight's safety. Taunt fate too many times and grim results still may befall your men.

Mobility

Some knights have a natural knack for moving their men on the battlefield. They pick the right formations and get them moving faster than normal. The Mobility special ability increases the speed a knight and his company move on the battlefield.

Negotiator

This ability reduces the cost of mercenaries hired. In most cases this applies to the burgher of an individual town or city, in which case the savings applies only to the mercenaries who appear at that location. In rare instances the ability may affect all parcels in a region.

TIP

Combining this ability with Good Employer and Renown can turn a city into a major mustering point. More mercenaries will be available there, empty spots will fill faster, and the mercenaries hired will be cheaper than normal. Create this combination when you have a crucial city that must be defended (as in the Gathering of Wolves scenario).

COST REDUCTION PER LEVEL

-1	1	2	3	4	5
+50%	-5%	-10%	-25%	-50%	-100%

Piety

This ability generates Christianity for the player once every minute.



Chapter 4: Lords and Vassals

Quartermaster

The Quartermaster ability allows a knight to reduce the penalty applied to an army for a poor supply situation. Armies that might normally be out of supply suffer only foraging penalties. Those foraging may be treated as if they are in supply. Knights with an exceptional degree of talent in this ability can even ignore all supply penalties!

Raider

Vassals with this ability have a talent for destruction. When pillaging, they destroy cultivated tiles at a faster rate than normal (and add crowns to your coffers at a faster pace because of it).

PILLAGE SPEED INCREASE PER LEVEL

-1	1	2	3	4	5
-50%	+5%	+10%	+25%	+50%	+100%

Renown

This ability is popular with burghers, because it increases the total number of mercenaries you can hire. Normally this total is set by the number of towns and cities you have in play. Renown adds more mercenary job openings to this number. The extra mercenaries appear at the parcel where the vassal is assigned.

ADDITIONAL MERCENARIES PER LEVEL

-1	1	2	3	4	5
-2	+1	+2	+3	+4	+5

Saintly

This unique and powerful special ability is only held by the most pious of clergymen (and a few knights). Those vassals who possess it have a high Christianity requirement they must meet for them to enter your vassal pool. A Saintly vassal makes your realm immune to crusades and the devastating effects of a Corrupt Cardinal.

Scrounger

Knights with this special ability are able to lessen the penalties of foraging. Movement penalties and morale loss are eased, although not eliminated.

FORAGING PENALTY REDUCTION

-1	1	2	3	4	5
+50%	-5%	-10%	-25%	-33%	-50%

Seneschal

This ability increases the speed at which a parcel develops, allowing the parcel to reach its full development faster. The higher the rating the faster the growth rate will be.

Speed

All armies on the Strategic Level move at the same speed. With this ability, the knight can drive his men faster, increasing their movement on the Strategic Level. The ability applies to all companies in the knight's army, so none are left behind.

SPEED INCREASE PER LEVEL

-1	1	2	3	4	5
-50%	+5%	+10%	+25%	+33%	+50%

Tenacity

This ability increases a company's Defense rating, giving them greater staying power on the battlefield. The amount of increase is shown on the Detailed Information panel for the vassal.

Special Vassals

To get the right men in the right positions, you need special vassals. Special vassals are those vassals—common, regional, and kingdom—who have unique requirements they must meet before they appear in your vassal pool. Because of this, special vassals have special abilities equal to their requirements; i.e., the more difficult the vassal is to acquire, the more powers he is likely to have. Special vassals are frequently historical characters such as Joan of Arc, William the Conqueror, or Henry II.

Many of the special vassals are grouped into categories of requirements. There are knights and clergymen who require you to have a high Christianity rating (some knights serve only if you have a low Christianity rating). Some vassals enter play only if you have built a certain number of castles or have won a set number of battles. You can divide special vassals into sets you can manipulate, after you know the requirements, to get the men you want into your pool. The breakdown that follows outlines these sets.

Some special vassals, particularly the military and holy orders, form chains. You start with low-power special vassals, Templars for example. Unlocking more powerful members of the chain requires you to have a certain number of the lesser members in play. After you have placed four Templars, a more powerful member of the chain enters your pool, a Templar Master. After you have two Templar Masters placed, a Templar Grandmaster appears.

A breakdown of some of the special vassal sets are described here. However, there are more than 2,000 vassals to draw from, so check Chapter 10: Campaign Scenarios for detailed information.

Ratings Vassals



Ratings vassals are the vassals who enter your pool because you have either high or low ratings. Most often this is a single rating (high or low Christianity, for example), but in some cases is a combination of two or more ratings.

These vassals are the easiest to collect in that all you have to do to get them is have your rating(s) in the range they want. The downside is that these vassals leave if your ratings drop below (or above) their set range. Get hit by Corrupt Cardinal, for example, and your Christianity rating drops. If you've attracted a lot of high Christianity vassals, they'll go with it. (In this case, you need a Saintly vassal to protect you from this atom bomb.)

There are vassals for all three ratings and some that require multiple ratings to boot. Furthermore, there are rating vassals for both high and low values of each rating. The higher or lower the value that must be maintained, the more powerful that vassal is. A burgher with a seven Honor requirement is more powerful than one that needs only a five or better Honor.

Vassals that need high ratings are more powerful than low-rating vassals, especially those using Christianity rating. It is easier, after all, to drive your ratings down than to keep a given rating high, especially if you have smart opponents who try to force your ratings down. High-rating vassals also have more abilities that improve and defend your parcels and regions; low-rating vassals are more destructive and combat-oriented.

TIP

One strategy is to concentrate on one or two ratings, trying to keep them high (or low) to get the vassals you want. In multiplayer games, choose your play strategy early, so you can attract the special vassals before the other players do. Conversely, if you suspect other players of going for the high-ratings vassals, shoot low yourself. While they fight over the high-rating vassals, you have more of the low-rating ones all to yourself.

Action Vassals



Action vassals are special vassals you get by completing specific actions. They appear because you've done things they like, whether it is a devout clergyman attracted by your building churches or a godless knight attracted by your burning them down. In the first case, the clergyman is likely to strengthen your productivity and boost your Christianity, while the knight is just as likely to be good at pillaging and looting. Knowing what deeds you have to do lets you fill your realm with the men you want.

Action vassals sometimes have other rating requirements as well, which in turn means the vassal will be more powerful. An example of this type are the vassals who appear after you fight several sieges or have won a certain number of battles. These vassals have special abilities centered around your soldiers and storming castles, giving you a better chance to further steamroll your opponents.

Ownership Vassals



The third set of special vassals are ownership vassals. These vassals show up because you own the right things, such as regions, kingdoms, castles, farmer, crowns, or other vassals.

The most common of these are the minor officials—treasurers, reeves, and sheriffs. They appear because you own specific regions or a certain number of regions. Major officials—the cardinals, chancellors, and king's champions—join your pool by owning kingdoms.

There are also vassals associated with building things. Stewards and Royal Guardsmen are powerful vassals who show up to help when you build manor houses. Likewise, the Legate and Holy Guardsmen vassals perform the same function where your cathedrals are concerned. While most of these vassals have other requirements as well to give them variety and depth, the key to having them is owning the right stuff.

Order and Guild Vassals

Another important set of vassals are the order and guild vassals. These are the orders from history: the monks and holy knights of the orders, the burghers of the crafts guilds of the time. These groups were so important that the Detailed Information panel has an icon when a vassal is a member of one of these groups.

All vassals within the same order/guild have the same basic requirements, be it a rating or action you must fulfill. Meeting the requirements adds vassals of the guild or order. However, you can attract more powerful guild members. As you place more men of that order or guild, more and better members show up.

For guilds and monastic orders, you must place three members to attract the higher-ranked order leaders and Guildmasters. These powerful vassals have special abilities that affect entire kingdoms or, in some cases, every parcel you have (across multiple kingdoms).

TIP

The leaders of the monastic orders have the Saintly and Crusader special abilities. These together protect you from the Corrupt Cardinal and the Christianity losses that occur when you wage war. This, in turn, lets you play a high-Christianity game with less fear that your high-rating vassals will depart en masse.



Templar



Hospitalier



Teutonic Knight

The crusading orders are the Knights Templar, Knights Hospitalier, and the Teutonic Knights. The Knights Templar are charged to keep the roads free for trade and pilgrimage to the Holy Land. In the game, their special abilities deal with improving money production and movement rates. The Hospitaliers are dedicated to the care and protection of pilgrims, providing shelter and medicines as needed. In the game, Hospitaliers have special abilities having to do with increased Christianity and soldier recruitment. The Teutonic Knights were a military order that fought crusades against the Slavic tribes in eastern Europe. In the game, Teutonic Knights are all about battles and winning them.

When four members of the same military order are placed, a Master is added to your vassal pool. He is more powerful than a regular member of the order. When eight knights of the same order are placed, you gain the services of the order's Grandmaster. This powerful knight can change the face of any game.

Military Knights



Captain



Lieutenant



Marshal



Constable

Military knights are vassals who provide your armies with extra firepower and abilities. These knights have the ranks of Captain, Lieutenant, Marshal, and Constable. The Captains, the least powerful of this group, come with a variety of troop types and siege weapons, so not all are alike. The higher ranks are all identical within their own rank.

The military vassals appear in a pyramid fashion similar to the orders. When you place members of the lower ranks, members of the higher ranks show up. For every two Captains you place, a Lieutenant appears; for every two Lieutenants, a Marshal; and for two Marshals placed, a Constable arrives.

Chapter 4: Lords and Vassals

The requirements to obtain Captains are varied—possession of land, victories achieved, etc. The higher-ranked knights share these requirements, but because you have already fulfilled them for the Captains, you have met the requirements for the Lieutenants and greater. However, military knights require high Chivalry, and the higher ranks also require Honor.

TIP

In any game there are a limited number of military knights. If another player is trying to gather them, gather and place them too, to deny your opponent these powerful knights. If you gain enough Captains and Lieutenants, you can keep your opponent from getting the numbers needed to summon the Marshals and Constables.

The military knights are among the most desirable. Not only are the Captains and Lieutenants good vassals in their own right (with good troops and siege weapons), but the Marshals and Constables are also powerful one-man armies with multiple companies and abilities. Furthermore, they add extra companies of troops to all knights based in the same region. One or two of these knights can transform a region into a military stronghold.

The risk is a collapse of the pyramid. When you lose Captains, your Lieutenants leave, followed by the Marshals, then the Constables. So keep as many Captains in the field as you can, and be careful in situations where you might lose them. If you face a player using military knights, his Captains are good targets for assassination or execution.

Endgame Vassals



One of the Four
Horsemen of the
Apocalypse



The Archangels

The last set of vassals are the powerful endgame knights. These are the vassals that show up after two or three hours of play (depending upon the size of the map). They are designed to break stalemates and to help conclude a game that has been going on a long time.

The endgame vassals are split into “good” and “evil” sides represented by the Archangels and the Four Horsemen of the Apocalypse. While the Horsemen are individually more powerful than the Archangels, no more than two or three can be merged into a single army. The Archangels can be combined into one group, creating an army that is unbeatable.

Getting these vassals is not automatic. Besides having a game that lasts the required amount of time, your political ratings must also be appropriately high or low. Only the most pious and good-hearted (i.e., Christian and Chivalrous) earn the services of the Archangels. Conversely, it takes a villain to attract the Horsemen.

Chapter 5: The Soldiers of the Realms

Soldier Special Abilities

Some soldiers have inherent special abilities regardless of the knight that commands them. These abilities give them an edge against other soldier types or in particular combat conditions.

Heavy Armor

Soldiers with heavy armor are more resistant to damage. Their base defensive value is doubled against all non-armor piercing attacks.

Masterpiece Armor

Soldiers with masterpiece armor are tough combatants. Masterpiece armor grants them two and a half times their normal base defense against non-armor piercing attacks.

Armor Piercing

Soldiers with armor-piercing weapons negate the defensive bonus of the heavy armor special ability and reduce the masterpiece armor defensive bonus by half.

First Strike

All polearm-wielding soldiers possess the first strike ability. When facing cavalry, soldiers with first strike multiply their offensive value by three.

Counterstrike

Counterstrike is an ability possessed by irregular soldiers, such as warriors, highlanders, and gallowglass, who use their heavy two-handed weapons to cleave the hafts of enemy polearms. When facing soldiers with first strike, soldiers with counterstrike multiply their offensive value by three.

Ranged Defense

Ranged defense grants shield-wielding infantry and some knights a defensive bonus against the bolts and arrows of enemy archers. Their defensive value is doubled against these ranged attacks. Ranged defense offers no bonus against enemy siege weapons.

Flame Arrows

Flame arrows allow bowmen and Welsh longbowmen to launch flaming arrows at burnable structures, such as enemy siege weapons and wooden castle components. These attacks light the target on fire, causing it to take additional damage over time.

Mobility

Soldiers with the Mobility special ability gain a bonus to their base movement rating that offsets the penalties from difficult terrain, such as swamps and mud. Mobility does not make the soldiers faster over normal terrain.

Peasants



Peasants are light melee troops. Their high casualty rates are offset by the ease with which they are replaced between battles, relative to better trained soldiers. Peasants have low morale and can perform only the most rudimentary formations.

Chapter 5: The Soldiers of the Realms

PEASANTS STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
30	—	40	500	3
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
15	23	—	—	8

Peasants Formations

- Column
- Line
- Skirmish

Peasants Special Abilities

No Special Abilities

Peasants Tactics

Peasants may seem underpowered, but they have their uses. Peasant companies are numerous and, when purchased as mercenaries, cheap. They also regain lost soldiers faster than the more expensive companies.

On the battlefield, peasants move quickly for infantry. And while their offense is weaker than many of the garrison troops, they have enough defense to hold their own for a while. This makes them good emergency blockers. Keep them in column formation and they often survive long enough for better troops to come to their aid. Peasants are also excellent siege assault fodder. With their large company size and fast movement, it's difficult for the enemy to kill them all before they can gain the walls.

Peasants also make great airbags when tough enemy troops are about to crash into you. Force the enemy to expend their charge on the peasants and while they are engaged, send in the better soldiers to mop up.

Warriors



Warriors are fierce fighters drawn from rural or barbarian tribes. They have excellent morale but are weak on defense.

WARRIORS STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
55	—	30	500	6
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	—	—	15

Warriors Formations

- Column
- Line
- Skirmish

Warriors Special Abilities

- Counterstrike
- Mobile

Warriors Tactics

Warriors are all about fast offense. They die quickly but can do a lot of damage before they go, especially if you send them against enemy polearmsmen or archers. Keep your warriors on the outer edges of your army and wait for the enemy to engage your tougher soldiers, then charge in, picking and choosing your targets. Lure the enemies onto muddy or swampy terrain and take advantage of the warrior's mobility to outmaneuver them.

Footmen



Footmen are basic untrained soldiers, the backbone of an army. Footmen are lightly armored and have moderate attacking power. Footmen also carry shields to protect against archers.

FOOTMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
50	—	35	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	—	—	15

Footmen Formations

- Column
- Line
- Skirmish

Footmen Special Abilities

- Armor Piercing
- Ranged Defense

Footmen Tactics

Footmen are the workhorse units of any army. They are not as tough as swordsmen or any of the cultural units, but they are not weak.

Footmen are best employed against enemies with heavy armor, where their greater numbers and armor piercing attacks can wear down those enemies. Footmen are also shield units, so they take less damage from arrows and bolts. If you need to storm a wall and are going to be under archer fire, footmen are an excellent choice.

Crossbowmen



Crossbowmen are untrained troops equipped with heavy crossbows. While they wear heavier armor than bowmen, they are weak in melee combat. Crossbowmen carry mantlets, large shields that provide extra protection from ranged attacks at the expense of mobility.

CROSSBOWMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
25	40	35	500	3
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	14	120	6	20

Crossbowmen Formations

- Column
- Line
- Mantlets
- Skirmish

Crossbowmen Special Abilities

- Armor Piercing

Crossbowmen Tactics

Crossbowmen need protection to survive more than a few seconds on the battlefield. Set them up behind a shield of infantry and move them up in concert with the front lines. Their crossbow bolts are armor-piercing attacks, so pick targets with the heavy armor ability.

Chapter 5: The Soldiers of the Realms

The greatest danger to crossbowmen is enemy bowmen, who have a longer range and faster fire rate. Going toe-to-toe with bowmen, or worse, Welsh longbowmen, gets you killed fast. However, if you fight static enemy archers, such as bowmen or crossbowmen on walls, you can deploy your mantlets and gain a significant advantage, raising your defense against the enemy's volleys.

Light Cavalry



Light cavalry are drawn from among the lord's wealthier vassals. While not nobles, they own their own mounts and have light but effective weapons and armor. No soldier type moves faster, and they use this speed and maneuverability to their advantage. They can engage an enemy, do some damage, and then move quickly away before they are overwhelmed.

LIGHT CAVALRY STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
40	—	45	500	4
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
24	36	—	—	25

Light Cavalry Formations

- Column
- Line
- Skirmish

Light Cavalry Special Abilities

- Mobile

Light Cavalry Tactics

Light cavalry are the game's fastest soldiers. Their speed, combined with their mobility over poor terrain, makes them the ultimate skirmishers.

Always keep your light cavalry apart from your main force, either behind the lines or off on the flanks, until the right moment comes to strike. Then charge in and kill the hapless enemy archers or hit an already engaged enemy company from behind, racking up a nice offensive bonus in the process.

Light cavalry are a vital unit for siege defense. When a siege begins they start in the open field, outside the castle walls, allowing them to strike behind enemy lines before the enemy gets organized. Use them to destroy the enemy's siege weapons before they get in range.

Polearmsmen



Polearmsmen are lightly armored but can be devastating on offense. Wise cavalry steer clear of polearmsmen, not wishing to impale their mounts in a foolish charge. Enemy archers are the biggest threat to polearmsmen, who have little defense against their projectiles.

POLEARMSMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
55	—	35	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	14	—	—	20

Polearmsmen Formations

- Column
- Line
- Phalanx
- Schiltrom

Polearmsmen Special Abilities

- First Strike

Polearmsmen Tactics

Polearmsmen are moderate-to-poor infantry units, unless correctly deployed. Place them in phalanx formation to optimize their power vs. cavalry and charges, and then position them on your front lines where they can do the most good. If you are mounting a static defense, switch them to schiltrom formation.

If the enemy is not hitting you with cavalry, allow tougher soldiers, such as swordsmen, to take the initial impact, and then send the polearmsmen in as support.

Polearmsmen are not the best choice for storming a castle, but they protect your siege weapons against attacks by fast-moving enemy troops, such as cavalry.

Bowmen



Bowmen are trained professionals who have grown up wielding the bow.

Bowmen wear little armor, preferring to stay light and maneuverable. When forced to engage in melee combat, they are no match for trained men at arms or cavalry. When holding position, bowmen can plant stakes in the ground to dissuade enemy cavalry from charging.

BOWMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
25	40	30	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	180	4	30

Bowmen Formations

- Column
- Line
- Skirmish
- Stakes

Bowmen Special Abilities

- Flame Arrows

Bowmen Tactics

Bowmen are a deadly force when you can keep them alive. Concentrate your fire by grouping your bowmen companies and placing a protective wall of heavy troops between them and the enemy. If you are in danger of being engaged in melee, move the knights in charge of your bowmen companies to the front of the formation, where they can slow down the enemy attack.

The bowmen's greatest asset in a siege is their flaming arrows, which fire automatically when targeting a wooden structure. A single company of bowmen is often enough to bring a wooden fortress to its knees by igniting an undefended wall and then letting the flames spread. Setting enemy siege engines on fire destroys them quickly.

Chapter 5: The Soldiers of the Realms

Swordsmen



Swordsmen are heavy infantry. Their heavier armor makes them slower, but once they engage, they are a force to be reckoned with. They also use their shields to defend against volleys of arrows and bolts, or to form shield walls to repel charges.

SWORDSMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
65	—	65	500	6
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
7	11	—	—	35

Swordsmen Formations

- Column
- Line
- Shield Wall
- Skirmish

Swordsmen Special Abilities

- Heavy Armor
- Ranged Defense

Swordsmen Tactics

Swordsmen are some of the toughest soldiers in the game, possessing no weakness other than running into someone tougher, such as nobles, chevaliers, or Teutonic Knights. Their greatest strength comes from their shield wall formation. While in shield wall, they can brush off attacks by archers and can stand up to a cavalry charge without folding.

Swordsmen are usually your best choice as the first company to engage the enemy. When the enemy soldiers are committed to fighting the swordsmen, send in your high-attack but low-defense companies to finish them off.

On a siege assault, swordsmen have the strength to make it to a wall under archer fire, but this is often offset by their slow movement rate. On siege defense, swordsmen make excellent replacement walls. Use them to plug any breaches created by enemy siege weapons.

Cavalry



Cavalry are swift-moving, hard-hitting melee units. Dressed in full chain hauberks and armed with lances and war hammers, cavalry are perfect for charging lightly armed soldiers. Cavalry should be wary of pole-armsmen, who can set their long weapons against the cavalry charge.

CAVALRY STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
85	—	70	500	6
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
18	27	—	—	70

Cavalry Formations

- Column
- Line
- Skirmish

Cavalry Special Abilities

- Armor Piercing
- Heavy Armor

Cavalry Tactics

Deployed correctly, cavalry will end a battle in seconds. Because they move fast and hit hard, it's tempting to have cavalry ride out ahead of the infantry and archers. Smart commanders avoid this mistake, especially if the enemy has companies with first strike.

Keep your cavalry on your flanks and try to circle around the enemy as the battle is joined. Avoid polearmsmen, nobles, godendag, and Swiss pikemen at all costs, unless they are already engaged with your other companies. When you are in position, charge in with line formation and add a flank or rear bonus to your devastating offense.

On siege defense, use your cavalry to circle around the attacking force and destroy their archers and siege weapons. You can even wait until the bulk of the attacker's infantry are committed to climbing the walls, leaving his ranged units defenseless.

Nobles



Nobles are elite soldiers, drawn from wealthy landholders in times of war. They are highly trained in combat and formation movement, wear only the best plate armor, and carry heavy polearms that deal devastating blows.

NOBLES STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
75	—	90	500	7
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
7	11	—	—	90

Nobles Formations

- Column
- Line
- Phalanx
- Schiltrom

Nobles Special Abilities

- Armor Piercing
- First Strike
- Heavy Armor

Nobles Tactics

Nobles are tough customers, both on offense and defense. There are few things they are afraid of, other than enemy siege weapons. They spell death to any enemy cavalry foolish enough to attack them. Place your nobles in phalanx formation and cut down the opposition in short order.

Their drawbacks are that they are few in number and are expensive to train and replace. Use them sparingly on the battlefield; they are too valuable to use as throwaway troops.

Chevaliers



The flower of French chivalry, the chevaliers ride into battle with the best arms and armor their noble wealth can provide. They have better offense, defense, and style than the typical heavy cavalry soldier. A charge of chevaliers is a fearsome thing to behold, even for those formations designed to defeat cavalry.

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CHEVALIERS STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
85	—	80	500	7
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
18	27	—	—	100

Chevaliers Formations

- Column
- Line
- Skirmish

Chevaliers Special Abilities

- Armor Piercing
- Masterpiece Armor

Chevaliers Tactics

The chevalier charge is the single most devastating open-field attack in the game, powerful enough to allow chevaliers to plow through lesser companies with ease.

Chevaliers do have their weaknesses, however. If they get slowed down by a shield wall or a swarm of lesser troops, they can be picked off by concentrated archer fire. Additionally, if the chevaliers can be lured into range of first strike units, they can be dispatched. As with all cavalry, be patient. Keep moving and commit to the charge only when the right target presents itself.

Gallowglass



Descended from fierce Viking stock, the gallowglass are known to be fearless and ruthless. They wear chain armor and carry huge battle axes called sparths. Gallowglass are most often found in the employ of Irish lords or working as mercenaries in the Scottish highlands.

GALLOWGLASS STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
50	—	50	500	6
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	—	—	40

Gallowglass Formations

- Column
- Line
- Skirmish

Gallowglass Special Abilities

- Armor Piercing
- Counterstrike
- Heavy Armor

Gallowglass Tactics

Because of their long-handled axes, the gallowglass might be confused with polearm soldiers. In fact, gallowglass are anti-polearm soldiers. Possessed of both armor-piercing and counterstrike abilities, gallowglass are the ultimate noble killers, and are as good against most other soldiers. Where the gallowglass fall short is in facing archers and cavalry, who can pick them off at range or run them down with a charge.

For a devastating combination, combine gallowglass with cavalry or chevaliers. Use your gallowglass to engage and destroy enemies with first strike, then send the cavalry charging in to mop up.

Genoese Crossbowmen



While most crossbowmen are untrained with shoddy equipment, Genoese crossbowmen are consummate professionals. More heavily armored than typical crossbowmen, they train extensively with mantlets and use finely crafted, accurate heavy crossbows.

GENOESE CROSSBOWMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
30	75	40	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	14	150	5	50

Genoese Crossbowmen Formations

- Column
- Line
- Mantlets
- Skirmish

Genoese Crossbowmen Special Abilities

- Armor Piercing
- Heavy Armor

Genoese Crossbowmen Tactics

Genoese crossbowmen are harder-hitting, longer-range versions of regular crossbowmen, and should be used in a similar fashion. Despite their heavy armor, they're still no match for most infantry and need protection to survive. With hard-hitting, armor-piercing bolts, Genoese crossbowmen should seek out enemy units with heavy armor, especially those that lack shields, such as nobles, gallowglass, cavalry, and chevaliers.

During sieges, move Genoese crossbowmen within firing range of walls and set up their mantlets, then use them to sweep the walls clear of enemy archers.

Godendag



The godendag was a uniquely Flemish invention, a deadly two-handed club, iron-shod with a long spike affixed to the end. The godendag was popular both with the Flemish regular army and the town militias due to its inexpensive cost and ease of use. The godendag was very effective against both cavalry and heavily armored infantry.

GODENDAG STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
60	—	40	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	14	—	—	40

Chapter 5: The Soldiers of the Realms

Godendag Formations

- Column
- Line
- Phalanx
- Schiltrom

Godendag Special Abilities

- Armor Piercing
- Heavy Armor
- First Strike

Godendag Tactics

Godendag are some of the game's toughest anti-cavalry units, easily surpassing polearmsmen and more heavily armored than Swiss pikemen. With their heavy armor and armor-piercing attacks, godendag can be employed as front-line fighters as well as cavalry killers. They do a ton of damage while in phalanx formation.

The godendag's biggest drawbacks are their slow speed and lack of shields. Against armor-piercing ranged attacks they fall quickly. This makes them a poor choice for storming castle walls.

Highlanders



The fierce highlanders of Scotland are rugged warriors, famous for their large two-handed swords. Fast-moving, they have more offensive than defensive capability.

Highlanders Statistics

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
85	—	45	500	7
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
15	23	—	—	30

Highlanders Formations

- Column
- Line
- Skirmish

Highlanders Special Abilities

- Counterstrike
- Mobile

Highlanders Tactics

Highlanders, while lacking in defense, are one of the game's best offensive units. Their fast ground speed and ability to shrug off terrain modifiers allows them great freedom in choosing their targets. Lure the enemy onto poor terrain, such as swamps and mud, where your highlanders can exploit this advantage.

Highlanders will tear polearm-wielding companies to shreds in a matter of seconds, though they usually take casualties along the way. If you lack cavalry, highlanders are the next best choice for flanking and destroying enemy archers and siege weapons. On a siege assault, they can make it to the walls quickly, then deal devastating harm to garrison defenders and siege weapons in towers.

Swiss Pikemen



The Swiss pikemen spurn armor in favor of mobility. Their skill with the phalanx formation and their armor-piercing pikes means only the most suicidal cavalry would charge them.

SWISS PIKEMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
55	—	35	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	—	—	35

Swiss Pikemen Formations

- Column
- Line
- Phalanx
- Schiltrom

Swiss Pikemen Special Abilities

- Armor Piercing
- Counterstrike
- First Strike

Swiss Pikemen Tactics

Swiss pikemen are among of the most versatile and deadly combatants. They are the only soldiers possessed of both the first strike and counterstrike abilities, making them equally deadly to both cavalry and other polearm companies. Toss in their fast ground speed and their armor-piercing attacks and there are few enemies they cannot destroy.

Be warned, however: The lightly armored Swiss pikemen have one of the weakest defenses. This makes them fodder for archers, as well as any tough infantry that their pikes cannot kill in one or two hits. Keep Swiss pikemen in reserve if you are not countering a cavalry charge, especially if the enemy still has archers picking off your troops. Using Swiss pikemen to assault castle walls is usually a waste. Use them wisely, however, and they are one of the most effective fighting forces you can deploy.

Teutonic Knights



Modeled after the Templars and the Hospitaliers, members of this

German order of knighthood hire themselves out throughout Europe to causes and campaigns they deem just and chivalrous. Well-funded

and professional, the Teutonic Knights are the toughest infantry on the battlefield, capable of fighting companies of lesser soldiers that greatly outnumber them, or walking through a storm of arrows to get to a castle wall.

TEUTONIC KNIGHTS STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
75	—	75	500	7
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
7	11	—	—	60

Teutonic Knights Formations

- Column
- Line
- Shield Wall
- Skirmish

Chapter 5: The Soldiers of the Realms

Teutonic Knights Special Abilities

- Heavy Armor
- Ranged Defense

Teutonic Knights Tactics

Teutonic Knights are the ultimate tanks. Short of the knights that lead companies, there are no tougher soldiers. Deployed in shield wall formation, they can ignore archers and stop cavalry charges in their tracks. They often can scale a defended wall without taking casualties.

Teutonic Knights do have their disadvantages. Companies are small and casualties are slow to replace. Their slow marching speed means they can be unintentionally left behind as the rest of the army charges forward, leaving them isolated.

Welsh Longbowmen



Practitioners of the longbow spend years learning their craft.

No place has the art of the bow been taken to greater heights than among the Welsh, who are credited with first using the longbow in war and later perfecting the tactics.

Welsh longbowmen are often found serving lords in England or as highly paid mercenary bands in other countries. They are deadlier than any other archers of their time.

WELSH LONGBOWMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
30	60	30	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	180	4	50

Welsh Longbowmen Formations

- Column
- Line
- Stakes
- Skirmish

Welsh Longbowmen Special Abilities

- Armor Piercing
- Flame Arrows

Welsh Longbowmen Tactics

Welsh longbowmen are the ultimate archers, with good range, devastating damage, and armor-piercing attacks. Place multiple companies of Welsh longbowmen in your army, pack the formations closely together, and concentrate on a single target, and few companies short of Teutonic Knights survive for long. Of course, to use this tactic, your Welsh longbowmen need protection. Companies with shield wall are the best choice for this, but any tough infantry that keeps the enemy away from your elite archers does the job.

Welsh longbowmen are excellent for siege warfare as well, both on attack and defense. On attack, use them to sweep enemies off walls, out of the range of everything but ballistae. On defense, place them in towers, with regular troops guarding them to either side on the walls, and be safe from nearly anything but long range siege fire.

Garrison Soldiers

Garrison soldiers are the troops assigned to castles, fiefs, and walled cities. Garrison soldiers cannot be moved on the Strategic Level. Typically drawn from the local population and receiving

mediocre training and equipment, garrison soldiers have weaker statistics than their counterparts in regular armies.

Garrison soldiers, when deployed properly in a siege defense, often hold off a moderately sized attacking force, but they are no match for a large force of attackers with top-grade soldiers and numerous siege weapons. Reinforce garrisons with companies of regular troops, or barring that, fight a defensive battle and hold out until an army in the field comes to your rescue.

Your castle or city does not fall until all the soldiers defending it are vanquished. If you get another army into the parcel before the garrison companies fall, you can force the attackers into an open field battle.

Garrison Spearmen



The weakest of the garrison melee soldiers, garrison spearmen are basically untrained peasants given pointy sticks and ordered to defend a castle, keep, or city.

GARRISON SPEARMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
35	—	30	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	—	—	5

Garrison Spearmen Formations

- Column
- Line

Garrison Spearmen Special Abilities

- First Strike

Garrison Footmen



Garrison footmen are untrained soldiers, drawn from local villages and given shoddy weapons and armor. They might succeed against attacking peasants or lesser numbers of enemy footmen, but they're no match for trained soldiers.

GARRISON FOOTMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
50	—	25	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	—	—	10

Garrison Footmen Formations

- Column
- Line

Garrison Footmen Special Abilities

- Armor Piercing
- Ranged Defense

Garrison Swordsmen



Garrison swordsmen are the most heavily armed garrison soldiers. Equipped with swords, shields, and good armor, they are a legitimate obstacle for enemy soldiers storming a wall or tower.

GARRISON SWORDSMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
55	—	55	500	5
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
7	11	—	—	25

Garrison Swordsmen Formations

- Column
- Line

Garrison Swordsmen Special Abilities

- Ranged Defense

Garrison Crossbowmen



Garrison crossbowmen are untrained peasants who have been handed a crossbow and ordered to defend their castle, keep, or city. The crossbow, being easy to use and deadly at close range, makes these soldiers a threat, but they are easily brushed aside if engaged in melee.

GARRISON CROSSBOWMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
15	30	25	500	4
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	14	120	6	10

Garrison Crossbowmen Formations

- Column
- Line

Garrison Crossbowmen Special Abilities

- Armor Piercing

Garrison Bowmen



Better trained than garrison crossbowmen, garrison bowmen are nearly as skilled in the bow as their cousins in the field. However, they are weaker against a melee assault.

GARRISON BOWMEN STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
15	30	20	500	4
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	18	180	5	15

Garrison Bowmen Formations

- Column
- Line

Garrison Bowmen Special Abilities

- Flame Arrows



Chapter 6: Knights of the Realms



The knights that lead companies of soldiers come in varying strengths, from lesser knights, who are not much better than a common cavalry soldier or noble, to champions who can single-handedly take on smaller companies. Stronger knights have special abilities that can provide bonuses to their companies, and in some cases, an entire army.

Knights are mounted or on foot, depending on the composition of the company they lead. The knights' movement rates, formation choices, and morale also are based upon their company type. All other statistics are based on the knight's strength.

Garrison companies and mercenary companies are led by garrison captains and mercenary captains respectively. These leaders are weaker than true knights.

KNIGHT STATISTICS

NAME	OFFENSE	DEFENSE	HEALTH
Garrison Captain	70	70	750
Regular Mercenary Captain	70	100	750
Veteran Mercenary Captain	100	100	750
Elite Mercenary Captain	130	100	750
Lesser Knight	70	100	1,000
Common Knight	70	130	1,000
Regional Knight	100	130	1,000
Kingdom Knight	130	130	1,000
Champion	250	130	1,500
Grand Champion	500	160	2,000
Templar	100	130	1,000
Templar Master	130	130	1,000
Templar Grand Master	250	130	1,500
Teutonic Knight	100	130	1,000
Teutonic Knight Master	130	130	1,000
Teutonic Knight Grand Master	250	130	1,500
Hospitalier	100	130	1,000
Hospitalier Master	130	130	1,000
Hospitalier Grand Master	250	130	1,500



Chapter 7: Siege Weapons

Troops are important, but when you're faced with stone walls and fortified towers, there's nothing like having real firepower on the ground. Siege weapons are the heavy artillery of the Middle Ages, capable of hurling stones or bolts great distances and bringing down even the most powerful walls.

Battering Ram



Use the battering ram to destroy gates. Battering rams cannot attack enemy troops and are not powerful enough to batter down walls. To use a ram, target the gate. The ram moves into position and batters away.

BATTERING RAM STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
1,000	—	500	500	—
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	—	—	—	10

Battering Ram Tactics

Battering rams are cheap and easy to acquire, so don't be afraid to lose a few to accomplish your goals. A ram is a great way to lead off a castle siege, especially if the defender does not have any troops in the open field. Have the ram charge to the gatehouse while the rest of your army waits out of the enemy siege's range. Unless the defender has multiple archer companies guarding the gate, or catapults and mangonels within range, your ram will reach the door and batter it down before the defender can destroy the ram.

If the gate is too well defended, send a second ram to trail the first one. The defenders concentrate their fire on the leading ram, allowing the trailing ram to make it most of the way to the gatehouse unharmed.

Rams are small enough to slip though broken gatehouse doors, so if you are attacking a double-walled castle, have your ram dash for the inner gatehouse when the first gatehouse is breached.

Siege Tower



Move siege towers to castle walls to allow men access to the parapets. Load foot soldiers into the tower and they move with it. When the tower reaches the wall, the soldiers automatically exit and fight normally.

SIEGE TOWER STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
—	—	1,666	500	—
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	—	—	—	15

Siege Tower Tactics

Siege towers are the toughest objects in the game. They are also plentiful from siege mercenaries. If you have them in your army, use them instead of scaling ladders. Siege towers are also a great way to get your archer companies onto an enemy wall, allowing them to snipe on the defenders in the courtyard.

Be warned though: Siege towers, like all siege weapons, can burn, and if your tower is burning, so are the soldiers inside it.

Chapter 7: Seige Weapons

Ballista



Ballistae are giant siege crossbows, firing large bolts that can tear through lines of troops and destroy enemy siege engines. Use them to attack enemy soldiers within castles, or have castle defenders fire them into massed formations of troops with lethal results.

BALLISTA STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
—	2,726	62	500	—
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
9	—	240	7	40

Ballista Tactics

Ballistae are the game's deadliest antipersonnel weapons, capable of cutting a swath through a tightly packed company. Ballistae bolts kill everything in their path, including friendly troops, so be careful when assaulting a castle with infantry while firing on its walls.

On siege defense, ballistae work well to take down enemy catapults and mangonels before they can get into range. When attacking enemy troops with ballistae, target the most densely packed group you can find. Target enemy troops on your own walls and towers, usually with devastating results.

Catapult



The catapult uses a torsion engine to hurl stones at enemy soldiers, siege engines, and fortifications. Along with trebuchets and mangonels, catapults are the primary weapons for taking out structures. The catapult is a direct-fire weapon and cannot hurl stones over walls.

CATAPULT STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
—	911	250	500	—
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
7	—	160	7	40

Catapult Tactics

Catapults are great for knocking down walls, but their range and defense limitations need to be taken into account. Unless you can find an unprotected section of wall, sweep the walls clear with archers or ballistae or have multiple catapults attack a single wall section.

On defense, use catapults to counter enemy siege weapons that stray within range. A stone from a catapult can take out battering rams, and this is often the best way to stop them before they get to your gatehouse.

Mangonel



The mangonel is similar to the catapult, but it hurls a heavier, more damaging projectile over a shorter range. The mangonel is a direct-fire weapon and cannot hurl stones over walls.

MANGONEL STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
—	1,300	250	500	—
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
12	—	100	5	40

Mangonel Tactics

Mangonels use the same tactics as catapults. However they move and fire faster and have a shorter range. This makes them well-suited for hit-and-run tactics. Move your mangonels to the side of the castle or city you are assaulting, away from your main attacking force. After the enemy is distracted, send in the mangonels to hammer down a wall or tower before the enemy can respond.

On defense, mangonels in towers are limited by their short range, but their fast fire rate makes them effective against enemy troops scaling nearby walls. If enemy troops have breached your castle, target and knock down your walls to kill the enemy soldiers occupying them.

Trebuchet



Trebuchets are the largest of siege engines, the “atom bomb” of their time, capable of flinging huge stones through the air by use of counterweights. They take longer to load and fire but have a powerful impact.

TREBUCHET STATISTICS

MELEE OFFENSE	RANGED OFFENSE	DEFENSE	HEALTH	MORALE
—	3,325	125	500	—
MOVEMENT RATE	CHARGE RATE	RANGE	RELOAD TIME	COST
7	—	360	17	10

Trebuchet Tactics

If you can keep enemy soldiers in the field from reaching your trebuchets, there is nothing a defender can do about them. The only drawback to the trebuchet is its slow speed. A smart defender can play cat and mouse, moving his troops off of targeted walls and towers and forcing you to enter the castle to fight. Do not lose sight of the rest of the war as your trebuchet slowly demolishes the enemy castle.

As a defender, there is only one thing you can do about a trebuchet. Go outside the castle and destroy it! Cavalry is the most effective way to go about this, but fast-moving companies such as highlanders or even peasants can work too. Trebuchets are rare and expensive, so any sacrifice of soldiers you make to destroy the enemy's trebuchets is worth it; your only other choice is to sit and wait for the inevitable.



Chapter 8: Mercenaries

Mercenaries are one of the most fluid game aspects of *Lords of the Realm III*. Much of their use depends upon situation and timing. A lord can gain advantage by using them wisely, and squandering them is throwing money to the wind.

Mercenary Tips

The following sections contain some hints and tricks for using mercenaries well.

Mercenary Game

One viable game style is the mercenary game. In this game style, the lord places as many cities and towns as he can. Making this style work requires a lot of money and less time spent managing battles. In this game your soldiers are expendable, and it's all about overwhelming your opponent with volume.

While a 10-company mercenary army is weaker overall than a 10-company knight army, two or three 10-company mercenary armies will wear down even the toughest knights, especially when used in rapid succession to prevent the knight from regenerating soldiers.

When playing in this style, you have high Honor and low Chivalry. Christianity is a swing rating—you can play it high or low depending upon what your opponents are doing. With low Chivalry you won't get any of the Chivalry-based vassals who help to protect cathedrals, so do this with mercenary companies.

Because cities are more weakly defended than castles, defend your cities with a few mercenary companies as well. Allow your mercenaries to build up in the cities, then move them out when their army is full.

You will spend a lot of time on the Mercenary tab of the interface. Pay attention to what cities your mercenaries are going to, for ease of collection after you go on a hiring spree. Use the Hire Mercenary hotkey (H) to save time. Finally, hire all veteran and elite mercenary companies that

come your way, as they give you more bang for your buck. Elite mercenaries are good because they grant you multiple companies for the cost of one against your maximum hirable mercenaries.

You'll never find yourself lacking for siege weapons, and you have access to devastating trebuchets that a knight-oriented player has a harder time acquiring.

One of the biggest advantages of the mercenary game is that you don't need farms or food. Mercenaries don't require support, so you can devote more of your land to towns and cities and money production to support the mercenaries. Your opponent also cannot squeeze your food production to hurt your strategy.

You can interweave aspects of the mercenary game with a knight strategy to get a nice mix, but you won't have the sheer volume of mercenaries with which to overwhelm your enemies when you do this.

Siege Engineers

When hiring siege engineers, remember that they are defenseless until they join one of your armies. This means that any enemy army can destroy them if they are engaged. Have your siege engineers wait in a castle for one of your armies to pick up.

Renown

One of the keys to good mercenary strategy is taking advantage of the Renown special ability. Renown pushes up your maximum mercenary limit. You want this as high as possible both to keep troops in the field and to keep mercenaries coming to serve you at a good rate. If you have the good fortune to acquire vassals that splash Renown to their region, use them to splash as many burghers as you can. Multiple burghers in one region hurts their overall gold production, but it's worth it if you can make a big gain in maximum mercenaries in the process.



Good Employer

When playing the mercenary game, your mercenaries show up all over the place. This makes gathering them into viable armies frustrating. The Good Employer special ability is the best way to manage where your mercenaries go. A burgher with this ability gets first dibs at any mercenary that shows up. Use this to funnel mercenaries where you want them. A good strategy is to keep these burghers on the battlefield so you can get your reinforcements into play.

Mercenary Replenishment

Mercenaries replenish in your mercenary pool at a rate based upon how many mercenaries are in the pool and employed as compared to your maximum. So the higher the maximum, the more mercenaries show up. Agents and retainers don't count as maximum mercenaries, though they take up space in your pool. To get mercenaries to arrive more quickly, hire out available agents and retainers. Mercenaries show up once a minute.

MERCENARY REPLENISHMENT

PERCENTAGE OF TOTAL MERCENARIES HIRED/IN POOL	NEW MERCENARIES PER REPLENISHMENT
0–20%	12
21–40%	8
41–65%	6
66%+	4

Mercenary Generation

What type of mercenary shows up is determined for each mercenary upon creation, based upon the following percentages.

MERCENARY TYPE GENERATION

TYPE	PERCENTAGE
Mercenary Captains	55%
Siege Engineers	25%
Agents	10%
Retainers	10%

MERCENARY STRENGTH GENERATION

TYPE	PERCENTAGE
Irregular	40%
Regular	35%
Veteran	25%
Elite	5%

MERCENARY CAPTAIN TYPE DETERMINATION

TYPE	PERCENTAGE	NUMBER	BASE COST
Irregular Peasants	7.2%	40	500
Irregular Footmen	7.2%	25	569
Irregular Light Cavalry	6.4%	25	881
Irregular Crossbowmen	12%	25	725
Irregular Warriors	7.2%	25	569
Regular Bowmen	10.5%	20	850
Regular Swordsmen	7%	15	756
Regular Polearmsmen	10.5%	25	725
Regular Cavalry	5.25%	15	1,412
Regular Nobles	1.75%	10	1,225
Veteran Welsh Longbowmen	1%	20	1,350
Veteran Highlanders	2%	20	850
Veteran Gallowglass	2%	20	1,100
Veteran Chevalier	1%	15	1,975
Veteran Goedendag	3%	20	1,100
Veteran Teutonic Knights	1%	20	1,600
Veteran Swiss Pikemen	3%	20	975
Veteran Genoese Crossbowmen	3%	20	1,350
Veteran of Player's Culture	4%	20	Varies
Elite Bowmen	0.75%	2x30	2,450
Elite Swordsmen	0.75%	2x25	2,387
Elite Polearmsmen	0.5%	2x35	1,950
Elite Cavalry	0.5%	2x25	4,575
Elite Nobles	0.5%	2x20	4,700
Elite Welsh Longbowmen	0.25%	2x25	3,325
Elite Highlanders	0.25%	2x25	2,075
Elite Gallowglass	0.25%	2x25	2,700
Elite Chevalier	0.25%	2x20	5,200
Elite Goedendag	0.25%	2x25	2,700
Elite Teutonic Knights	0.25%	2x25	3,950
Elite Swiss Pikemen	0.25%	2x25	2,387
Elite Genoese Crossbowmen	0.25%	2x25	3,325

Chapter 8: Mercenaries

SIEGE ENGINEER TYPE DETERMINATION

BASE TYPE	NUMBER	ADDITIONAL TYPES	PERCENT	COST
Irregular Ballista	1	—	8%	800
Irregular Catapult	1	—	8%	800
Irregular Mangonel	1	—	8%	800
Irregular Siege Tower	1	—	8%	550
Irregular Battering Ram	1	—	8%	500
Regular Battering Ram	2	—	7%	900
Regular Siege Tower	2	—	7%	950
Regular Mangonel	2	—	7%	1,200
Regular Catapult	2	—	7%	1,200
Regular Ballista	2	—	7%	1,200
Veteran Trebuchet	1	—	2%	3,200
Veteran Catapult	3	—	3.60%	1,600
Veteran Ballista	3	—	3.60%	1,600
Veteran Battering Ram	3	—	3.60%	1,300
Veteran Siege Tower	3	—	3.60%	1,350
Veteran Mangonel	3	—	3.60%	1,600
Elite Trebuchet	2	—	0.80%	3,600
Elite Trebuchet	1	2 Catapults	0.35%	3,600
Elite Trebuchet	1	2 Mangonels	0.35%	3,600
Elite Trebuchet	1	2 Siege Towers	0.35%	3,600
Elite Ballista	2	2 Battering Ram	0.35%	2,000
Elite Siege Tower	1	2 Catapult, 1 Battering Ram	0.35%	1,750
Elite Trebuchet	1	2 Ballistae	0.35%	3,600
Elite Catapult	4	—	0.35%	2,000
Elite Siege Tower	4	—	0.35%	1,750
Elite Mangonel	2	2 Ballistae	0.35%	2,000
Elite Ballista	4	—	0.35%	2,000
Elite Trebuchet	1	1 Siege Tower, 1 Battering Ram	0.35%	3,600
Elite Trebuchet	1	1 Mangonel, 1 Ballista	0.35%	3,600

Retainers

When properly used, retainers can give you an economic edge over your opponents by increasing the output of your regions. When hired, retainers do not count against your maximum mercenary count. The chance that a generated retainer will be of a specific type is determined on a per scenario basis.

RETAINER FREQUENCY BY SCENARIO (PERCENTAGES)

SCENARIO	MERCHANT	ALEWIFE	SWORD-MASTER	HOLY ARTIST	SCHOLAR	MASON	MEDIATOR
Albigensian Crusade, The	15	15	25	15	0	30	0
Albion Forever	10	10	20	10	20	10	20
Angevin Empire	13	13	13	13	13	13	22
Barbarossa in Italy	10	20	20	10	20	10	10
Black Prince, The	10	15	10	10	10	10	35
Gathering of Wolves, A	25	10	15	5	5	15	25
Golden Bull, The	10	5	15	20	10	20	20
Henry the Lion	10	20	20	10	10	20	10
High King of Ireland	15	15	25	0	35	0	10
King Edward's Wars	25	20	10	10	5	25	5
Maid of Orleans, The	10	15	10	10	10	10	35
Simon de Montfort	17	17	17	17	16	16	0
Vive le Roi	13	13	13	13	13	13	22
William the Conqueror	15	15	15	15	10	15	15

Alewife (base cost: 1,500)



You can attach an Alewife to an estate parcel manor house. When in place, she grants a bonus of +1 food to every serf in the region. Use an Alewife if you have concentrated your farms into one region.

Alewife

Artists (base cost: 1,500)



Artists

You can attach Artists to a cathedral or the estate parcel of a region containing a church. Their inspirational art increases the natural production bonus of such a building by 10 percent. Artists are a good choice in low-level church parcels that you are using to increase your Christianity level.

Holy Scholars (base cost: 3,000)



Holy Scholars

You can attach Holy Scholars only to a cathedral. Their spiritual discoveries increase the Christianity generated by a cathedral by one point per minute—a 50 percent increase and a worthy addition to any high-Christianity play style.

Mason (base cost: 1,500)



Mason

You can place Masons only on castles. The Mason increases the castle's rate of construction by 20 percent. This boost is useful when you need to get a castle built quickly, or when you want to build a castle on a small parcel in a reasonable amount of time.

Mediator (base cost: 2,000)



Mediator

You can place Mediators only in castles, and they work only once. They give the knight in the castle to which they are attached a "get out of jail free" card. Such a knight automatically escapes capture as his Mediator's silver tongue talks him to freedom. Place Mediators on powerful knights whom you don't want to risk getting captured. Use Mediators on knights whose death is an opponent's win condition.

Merchant (base cost: 5,000)



Merchant

You can attach a Merchant to a city or town parcel and increase money production in that region by 10 percent. Only use a Merchant if you can make back the money you spent on him in bonuses.

Swordmaster (base cost: 2,000)



Swordmaster

You can attach a Swordmaster to a castle estate parcel or an estate with a fief parcel. The Swordmaster increases the speed at which a knight replenishes his soldiers by 20 percent, due to his superior training techniques. As such, a Swordmaster is a good choice for lower-level parcels that need a boost, or for increasing the recruitment of expensive troop types such as nobles and cavalry.

Agents

Agents are one of the major ways to decisively manipulate the game environment. This behind-the-scenes manipulation is not without cost, as agents also hurt a player's political ratings because their actions fall outside the realm of "fair play." Proper use of agents can devastate an opponent, so be careful!

Agents are generated randomly based upon frequencies set in each scenario, and not all agents are available in all scenarios.



AGENT FREQUENCY BY SCENARIO (PERCENTAGES)

SCENARIO	SPY	SABOTEUR	ASSASSIN	FAIR MAIDEN	MINSTRELS	DESTITUTE MONKS	TRAVELING TROUPE	THIEVES	CORRUPT CARDINAL	DISILLUSIONED PEASANTRY
Albigensian Crusade, The	25	5	5	5	10	10	10	15	0	15
Albion Forever	10	10	10	10	10	10	10	10	10	10
Angevin Empire	12	12	5	11	11	11	11	11	5	11
Barbarossa in Italy	10	0	5	20	15	10	10	15	10	5
Black Prince, The	18	10	2	5	15	15	15	10	5	5
Gathering of Wolves, A	10	15	15	5	15	10	10	5	5	10
Golden Bull, The	15	10	0	15	10	10	10	10	10	10
Henry the Lion	10	5	5	20	10	10	10	10	10	10
High King of Ireland	0	0	0	0	25	25	25	25	0	0
King Edward's Wars	10	15	10	10	10	10	10	5	10	10
Maid of Orleans, The	18	10	2	5	15	15	15	10	5	5
Simon de Montfort	13	13	0	13	12	12	12	12	0	13
Vive le Roi	10	10	5	10	13	14	13	10	5	10
William the Conqueror	5	10	15	8	9	8	10	15	5	15

Assassin

(base cost: 4,000, -150 Honor)



The Assassin is one of the most powerful agents in the game, capable of killing any vassal instantly. This can win you the game if the Assassin targets a vassal your opponent has to keep alive.

Assassin

An Assassin is also particularly good at removing pesky vassals with good splashing special abilities. For example, when used on a Royal Steward or Legate vassal, an Assassin can instantly eliminate several companies of men in armies that have taken advantage of those vassal's splashed companies. Similarly, if a player is protecting a high-Christianity game by using a Saintly vassal, assassinate the vassal and hit with a Corrupt Cardinal to ruin your opponent's strategy. Assassins make capturing a city parcel simple by killing the burgher, leaving the parcel empty of a city's defenses.

Whether or not an Assassin succeeds in his task is based upon the power of the vassal that he is attacking.

ASSASSINATION CHANCES (PERCENTAGES)

VASSAL POWER LEVEL	KILL CHANCE
Lesser	100
Common	75
Regional	50
Kingdom	25
Has Special Requirement	-50 to base

Corrupt Cardinal

(base cost: 10,000)



Corrupt Cardinal

The Corrupt Cardinal is one of the game's most devastating agents, as he drops the target's Christianity to one point and thus allows all opponents to declare crusades against the player. This attack is particularly dangerous when used against a player who is playing a high-

Christianity game. Such a player probably has a lot of vassals with high-Christianity requirements who will disappear. This is an excellent technique to sow discord in the enemy's ranks immediately preceding an attack. The only defense against a Corrupt Cardinal is a vassal with Saintly special ability.

Destitute Monks

(base cost: 2,000, +50 Christianity)



Destitute Monks

Destitute Monks boost a player's Christianity. They're a good way to get ahead early in the game, getting a jump-start on high-Christianity vassals without having to wait for churches and cathedrals to naturally raise your

Christianity. They are also nice for recovering from Corrupt Cardinal strikes.

Disillusioned Peasantry

(base cost: 1,000, -25 Honor)



Disillusioned Peasantry

Disillusioned Peasantry stop all productivity on their target parcel for five minutes. It's similar to a Saboteur, but less permanent. Use them to disrupt enemy food supply, to stop an enemy knight from regaining soldiers after a big battle, or to stop the construction of a castle.

Fair Maiden

(base cost: 3,000)



Fair Maiden

Fair Maidens can stop entire armies of knights as they work their wiles upon the gallant knights' unsuspecting hearts. A Fair Maiden's effect lasts for five minutes. Use Maidens to

slow an enemy

thrust into your territories, giving you time to better prepare by bringing in more soldiers, hiring mercenaries, or waiting for a castle to complete construction. Or use Fair Maidens on the offensive, catching enemy armies away from estate parcels for easier capture.



Minstrels

(base cost: 2,000, +50 Honor)



Minstrels

Saboteur

(base cost: 1,600, -50 Honor)



Saboteur

Minstrels are the quick and easy way to boost your Honor. They are a good way to balance out using other, more-dastardly agents in an agent-intensive game.

The Saboteur instantly destroys 50 percent of its target parcel's cultivated tiles. In most cases this drops the parcel one or more levels. Because parcel defense is often linked to a parcel's level, the Saboteur is a good choice to weaken a city or fief parcel before you lay siege to it.

The other use for a Saboteur is to destroy another player's production. When used in sequence on a player's farms, a Saboteur forces another player's armies into foraging, or to go out of supply. This is useful when you are being invaded. This technique also is effective at reducing a player's mercenary maximum, keeping him or her from rehiring slain mercenary companies, and reducing crown income. When used on castles, it slows their construction and repair, giving you an edge when attacking a castle that is being upgraded.

Spy

(base cost: 400)



Spy

Hiring a Spy is the only way to get a glimpse of an area of the map that is under the fog of war. Its effects last for five minutes and are useful in planning out where you want to attack next, or seeing deeper into enemy territory to determine where he is gathering his armies.

Thieves

(base cost: 500, -100 Honor)



Thieves

If you aren't worried about lowering your Honor, and need quick cash to hire more mercenaries or build a castle, Thieves are an excellent source. Thieves automatically steal money from another player up to a maximum as determined by this formula:

$$\text{Amount stolen} = 1,000 + (4,000 \times [0\text{--}100\% + \{\text{target's crowns} \div 500\%\}]) \text{ (maximum 5,000)}$$

Traveling Troupe

(base cost: 2,000, +50 Chivalry)



Traveling Troupe

Traveling Troupes quickly raise a player's Chivalry. They're a good choice when you've lost an important battle and you need to recoup your lost Chivalry to maintain your Captain and Lieutenant vassals' loyalty. The Troupe is also good for playing a mercenary game, keeping Chivalry from going into the chamber pot.

Chapter 9: Castles

Castles are the cornerstones of a lord's offense and defense throughout the game. Placing castles gets more knights into the game under the lord's command. Upgrading the castles strengthens the lord's defenses and ensures that even a large enemy force will have a tough fight if they attempt to capture a lord's territory.

Players can choose to use the default castles built into the scenarios, or they can use the Castle Editor to construct their own.

Castle Components

Use the Castle Components table to help you design your own castles or evaluate the strength of the default castles. The table lists the name of the item, its cost in crowns, the number of construction points needed to build that component, the points needed to repair it when damaged, the durability (health), and the defensive value.

CASTLE COMPONENTS

COMPONENT NAME	COST	CONSTRUCTION PTS.	REPAIR PTS.	DURABILITY	DEFENSIVE VALUE
Ballista	400	4	800	750	62
Catapult	300	4	600	3,000	250
Garrison Barracks, Bowmen	350	4	700	200	500
Garrison Barracks, Crossbowmen	300	4	600	200	500
Garrison Barracks, Footmen	200	4	400	200	500
Garrison Barracks, Spearmen	100	4	200	200	500
Garrison Barracks, Swordsmen	400	4	800	200	500
Gatehouse Door, Stone	—	—	—	600	500
Gatehouse Door, Wooden	—	—	—	400	500
Mangonel	200	4	400	3,000	250
Oil Cauldron	25	1	200	100	500
Stone Gatehouse 1, Large	150	12	300	3,000	500
Stone Gatehouse 1, Small	100	8	200	2,000	500
Stone Gatehouse 2, Large	150	12	300	3,000	500
Stone Gatehouse 2, Small	100	8	200	2,000	500
Stone Keep, Mighty	325	26	650	6,500	500
Stone Keep, Primitive	100	8	200	2,000	500
Stone Keep, Standard	150	12	300	3,000	500
Stone Keep, Strong	225	18	450	4,500	500
Stone Round Tower 1, Large	169	14	338	3,375	500
Stone Round Tower 2, Large	169	14	338	3,375	500
Stone Square Tower 1, Large	112	9	224	2,250	500
Stone Square Tower 2, Large	112	9	224	2,250	500
Stone Tower 1, Small	75	6	150	1,500	500
Stone Tower 2, Small	75	6	150	1,500	500
Stone Wall Double, Large	75	6	150	2,000	500
Stone Wall Double, Small	50	4	100	1,000	500
Stone Wall Single, Large	62	5	124	1,500	500
Stone Wall Single, Small	25	2	50	500	500
Wooden Gatehouse	50	4	100	1,000	500
Wooden Keep	50	4	100	1,000	500
Wooden Tower	37	3	74	750	500
Wooden Wall	12	1	24	250	500

Default Castles

The table below lists the various default castles available in the conquest scenarios. Each has its own strengths and weaknesses to weigh against its cost. Castle selection also depends upon play style. Some players build the largest castles possible, while others find compact castles easier to defend. The base costs listed on the table below are for lords who have an Honor rating of four and no special vassals modifying their construction costs. These prices fluctuate in each scenario as the status of a lord and his vassals changes.

DEFAULT CASTLES

CASTLE NAME	BASE COST	OUTER WALL	INNER WALL	GARRISON SPEARMEN	GARRISON FOOTMEN	GARRISON SWORDSMEN	GARRISON CROSSBOWMEN	GARRISON BOWMEN	BALLISTAE	CATAPULTS	MANGONELS	CAULDRONS
Outpost, Heavily Defended	3,696	Wooden	Small Single Stone	—	2	—	2	2	—	—	—	4
Outpost, Lightly Defended	1,630	Wooden	—	1	1	—	1	1	—	—	—	—
Outpost, Poorly Defended	—	Wooden	—	1	—	—	1	—	—	—	—	—
Outpost, Well-Defended	3,007	Wooden	Wooden	—	2	—	2	2	—	—	—	—
Stone Castle, Gargantuan	11,767	Large Double Stone	Large Double Stone	—	—	4	—	4	4	—	4	—
Stone Castle, Impressive	5,881	Small Single Stone	Small Double Stone	—	—	2	2	2	4	—	—	—
Stone Castle, Mighty	6,714	Small Single Stone	Small Double Stone	2	2	—	2	2	4	—	—	—
Stone Castle, Towering	9,764	Large Single Stone	Large Double Stone	—	2	2	2	2	4	—	4	—
Stone Fortress, Exceptional	6,836	Small Double Stone	—	—	2	2	2	2	4	—	—	4
Stone Fortress, Strong	4,189	Small Single Stone	Large Double Stone	2	2	—	—	2	2	—	—	—
Stone Fortress, Tough	5,933	Large Double Stone	—	—	2	2	—	2	4	2	—	—
Stone Fortress, Weak	1,479	Small Single Stone	—	2	—	—	2	—	—	—	—	—

Chapter 10: The Conquest Scenarios

Introduction

In this chapter, we provide the strategies for winning, lists of the special vassals available, and tips for dealing with your opponents online.

High King of Ireland

The High King of Ireland is a small map with limited land resources and multiple houses vying for control. Two houses represent the primary

competition: the House of Boru and the House of Sechnaill. To the sides of these two houses are the weaker and less organized Irish houses, the Southern Tribes and the Northern Tribes. Finally, in the center is the lone remnant of the Viking invasion, the House of Silkenbeard, with a fully developed city and a kingdom vassal who can swing the game in either direction.

It's a race to chew up the smaller houses and take the middle kingdom before your opponent does the same.



High King of Ireland



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General Strategy

No matter what position you play, when the game starts, place your strongest vassals along your region's borders, then build enough farms to support them in the field. Because little land is available early in the game, you probably can't afford churches. Instead, build one or two towns to get a jump-start on money production and mercenary slots. (These mercenaries come in handy due to the shortage of land for fiefs.

Purchase mercenaries as your money allows.) Build a church when you take your first region, and you'll want a city after you have three regions.

You want a single army that contains most of your troops, with a few left behind for defense. Make your first target either the Northern or Southern Tribes, as they put up the least resistance. See which one is either attacking or being attacked by another noble house. Watch as the noble house gathers troops for an attack, and attack his estate after he reaches his target's lands.

As the scenario goes on and your opponents take regions and hire mercenaries, you notice the size of their armies increasing. Cavalry are better for open field, and siege weapons are necessary for storming castles. Always take your siege vassals and engineers along with your primary army.

With so little land, losing a farm or two to raiders is disastrous. To defend, always leave an army in your estate parcels, preferably a common or regional knight you won't miss in your offensive army. Always keep enough cash on hand for at least one mercenary captain. If an army enters your land while your main army is away in battle, buy mercenary captains and use them to slow the advancing army. After a battle, leave your army in supply on your lands until at least your primary knight (see "Mercenaries") has replenished his troops. Use this time to hire agents or retainers if money allows.

Mercenaries play an important role in this scenario because land for fiefs is hard to come by.

Also, if any of your original siege vassals die or get captured, you need to rely on mercenaries for items such as catapults. To make sure you have a decent store of crowns and mercenary slots, have at least two towns after you take your first region. Use mercenary captains as backfield defenders if any enemy armies slip by while you're busy, and purchase mercenaries captains as soon as you lose knights, because enemy noble houses often try to exploit your weakness. Defending smaller holdings is easy even with a single army, but there isn't much margin for error, so if you lose your army and you have no money for mercenaries it could mean the end of your bid for the throne.

Chivalry isn't important in this scenario, so hold on to captured knights rather than ransom them. This depletes your opponent's store of good knights, and with each victory you have an easier time with the next one.

Second, the House of Silkenbeard represents a tempting target, but hold off on attacking him. He is defensive by nature, and will leave you alone if not provoked. Wait for your opponent to attack him, then exploit his temporary lack of defense. Although it is tempting to team up with Silkenbeard when he offers you an alliance, turn it down. He needs you more than you need him, and in any case, you have to attack him at some point to win the scenario.

Boru Specifics

As the house of Boru, your greatest asset is your vassal Brian Boru. He has two additional footman companies, which means even by himself he fields a moderately sized army. Murrough ó Brian is your second best vassal; he fields two ballistae and a catapult, making him your main source for siege equipment. He starts enfeoffed at your only estate, so replace him with a more sedentary vassal and put him on your front lines where he is of more use. These two vassals form the backbone of your army.



You start within easy striking distance of the estates of both the Northern Tribes and the House of Silkenbeard. Because the Northern Tribe's estate is a mostly undefended cathedral, this is your best bet. Keep an eye on the House of Sechnaill however, because he may try the same thing, turning Connacht into a massive battlefield. The Southern Tribes are also possible targets, but with their estate parcel on the eastern coast, it will be a while before you can reach it.

Sechnaill Specifics

The House of Sechnaill's main knight is the house leader, Máel Sechnaill mac Domnaill. Like Brian Boru, he begins with two additional companies, but instead of footmen he has warriors as his personal guard. Sechnaill's siege strength comes from two different vassals, Aedh mac Ceallach and

Dailfind ingen Bracáin, who bring with them a siege tower and a catapult respectively. These three vassals form the backbone of your army.

The House of Sechnaill begins play close to the estates of the Southern Tribes and the House of Silkenbeard. Due to Silkenbeard's defensive nature, it's safe to cross through the edges of his lands on your way south. The Northern Tribes also present a juicy target with a mostly unguarded cathedral in their estate parcel, but your army will be out of supply if you travel that far.

Special Vassals

Because High King of Ireland is a small map, it uses a reduced set of special vassals. The order and military vassals (see the Master Order table) are not used. Other special vassals appearing in the scenario are listed in the table here.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

THE HIGH KING OF IRELAND VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Leinster							
947	Donal ó Briain	Kn	R	—	Swordsmen	N	Y
956	Dub Easa Amhalgadha	Bu	Rr	—	—	N	Y
992	Ailill ó Súilleabáin	Se	R	—	—	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y
Munster							
965	Áine ingen Diarmada	Bu	R	—	—	N	Y
441	Brian Connolly	Kn	R	—	Footmen	N	N
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
1908	Abbot Albertus Magnus	Cl	R	Dominicans	—	N	Y
1909	Abbot Thomas Aquinas	Cl	R	Dominicans	—	N	Y
Meath							
993	Áengus ó Ceallaigh	Se	R	—	—	N	Y
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
967	Sáerbrethach Ua Cellaig	Bu	R	—	—	N	N

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THE HIGH KING OF IRELAND VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Connacht							
948	Finn Mac Gorman	Cl	R	—	—	N	Y
942	Hugh O'Hession	Cl	R	—	—	N	N
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y
929	Abbot Donat O'Haingly	Cl	R	Benedictines	—	N	Y
Tírowen							
825	Olaf the Black	Kn	R	—	Warriors	N	Y
988	Fergus Breathnach	Kn	R	—	Gallowglass	N	Y
439	Ryann Hurley	Kn	R	—	Warriors	N	N
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
Northern Counties							
997	Máel mac Domnaill	Kn	K	—	Gallowglass	N	Y
Southern Counties							
931	Brian Boru	Kn	K	—	Swordsmen	N	Y
Norman Realms							
807	O'Roric of Meath	Kn	K	—	Peasants	N	N
Scenario-Specific Vassals							
2075	Cumhal mac Airt	Kn	C	—	Warriors	N	Y
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Ruadain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y



THE HIGH KING OF IRELAND VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2325	Captain Cuilennán	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y

The English Campaign

The English campaign is the game's first full campaign, best played after winning the introductory Irish scenario. It consists of three historical scenarios—William the Conqueror, The Black Prince, and Simon de Montfort—plus a final free-for-all scenario, Albion Forever.

William the Conqueror

In the fall of 1066, Duke William of Normandy invaded England. After defeating King Harold at the battle of Hastings, William marched on London and in a short time seized the throne of England. But the Saxon lords did not surrender so easily, and although he was crowned king, William still had to bring the countryside to heel. In this scenario, players take the roles of William and the rebellious lords who faced him.

William the Conqueror offers more of a challenge than Ireland because you have four opponents who are all well-established and of reasonable size. Any one of the five kingdoms is easily playable and any one has a good chance to win. Victory requires controlling only 9 out

of the 13 regions, so ally with one of the other kingdoms, preferably a neighbor, to avoid fighting a two-front war.

General Strategies

More land is available in this scenario than in the Ireland campaign, so put down a church or two as well as a town to start the revenue coming in. Put the churches along your borders, because fighting in their territory increases your Christianity. After taking a couple of regions, place a cathedral or manor house, but only if you have enough knights (or mercenaries) for defense. Both buildings help with production and unlock more powerful vassals later.

TIP

In a scenario such as this, with a lot of wooden forts and castles, place knights with bowmen. Their fire arrows can level these castles without the need for fancy siege weapons.

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William the Conqueror

Initial Attack

Because the computer opponents aren't as aggressive at the beginning, you have time to group all your companies into one army and take them on the offensive. Aside from a few minor incursions, there is little to defend against early on, so one or two companies left behind (or mercenaries you can buy when the need arises) will keep your home territories safe.

Your first major decision is to choose which neighbor to attack. See who's under attack from another kingdom, then strike either the attacker or defender while their armies are fighting on the other front. After you have a target, select the nearest estate parcel and send in your army. Don't worry about bringing siege equipment if you have ample bowmen among your troops, because your first target will be made of wood. As the scenario progresses, this will change, so keep a few good siege engines with your main army.



Defensive Tactics

After you take your first territory, place several more vassals, most of which should be knights. Use these knights to form another standing army, one you can use for defense. Keep this defensive army centrally located so it can intercept invaders before they do too much damage. It's also worth the money to improve your castles to stone walls, as this slows your enemy's assaults enough that you can move your defensive army into the estate parcel to prevent the enemy from taking it over. Even if your castle falls, the enemy cannot claim your estate if you still have an army there.

Have extra forces available for estate defense before putting down a cathedral or manor house. Those are helpless without an army to defend them, and you can't count on being able to move an army into the parcel if an army attacks.

Mercenaries

Mercenaries aren't as important in this scenario because land for knights is plentiful. However, you can use mercenaries to fill out armies with specific unit types, especially good siege weapons (which are often hard to come by). The more cities and towns you have, the more mercenaries there are to choose from. You don't want to have only a couple of siege engineers to pick from when the enemy is attacking your castle.

Other

In this scenario, it's easy to play either the high or low ratings game, but decide early. High Christianity and high Chivalry are easy to get if you place a lot of churches and don't use many mercenaries. High Honor is harder, but ransoming all captured knights helps. The high ratings are harder to maintain, but the vassals you can get are more powerful. On the other hand, executing captured knights and burning farms and churches can be fun in its own right. There are plenty of special vassals available with low ratings as well, although it's best to keep Chivalry high.

The best strategy is to rush. Strike quickly before your opponents upgrade their castles and build defending armies. Form an army of 8–10 companies and storm a series of keeps. If you strike quickly, your opponents never have time to recover and mount an assault. Just keep units in reserve for defense in case a company starts burning your farms.

William Specifics

William of Normandy is your best vassal. With Armorer, Loyalty, and Architect all at three, he is special enough, but add a company of bowmen and a trebuchet and he's someone to watch out for. Let him form the backbone of your offensive army, along with as many cavalry and bowmen vassals you can find. The House of William starts with a two-bowman company knight placed, and another bowman company waits in the vassal pool. Use these bowmen to take out wooden keeps, and save the trebuchet for the big stone fortresses you may encounter later.

The easiest path to take is to attack House of Edric first because he has two estates next to each other that are close to your border. The western-most one is a good spot for a cathedral or manor house. Build a castle next to it and have lots of parcels to place good knight vassals on to defend the cathedral.

After taking out Edric's two castles, move eastward into House of Edgar's territory. There should be a city nearby for the taking. When it falls, continue working your way east then north to have little trouble getting the nine territories needed to win.

Edric Specifics

Your main knight here is Edric the Wild. He has a good-sized unit of Welsh longbowmen and some nice bonus abilities. Form your first army around him, and load it up with archers to take advantage of his Accuracy 2 ability. Use the several knights with Welsh longbow units, too. Include



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a few gallowglass and warriors to protect the vulnerable archers.

A big problem early on is your lack of priest and burgher vassals. You start with one each and don't get any more until you've conquered a few territories. Put the burgher down right away because he's your only reliable source of money in the early game. This lack of money is a huge factor in your ability to defend because your starting castles are both made of wood, and the one in Hereford is as small as they get. As soon as you can afford it, upgrade them both to the cheapest stone structure. That gives them more defenders and walls that don't burn. Mercenaries are a luxury you can't afford for a while.

The priest is useful if you plan to play the high-Christianity game, but do without him if that's not important. If you're desperate, you can use burghers and priests from the lesser vassal pool, but their penalties make them unattractive.

Overall, this is a much harder starting kingdom than William's, and you must pay careful attention to defense. Take castles using smaller armies of four or five companies while keeping the rest back to defend. Otherwise you'll spend half your time reclaiming castles and rebuilding armies.

Hereward Specifics

Hereward plays similarly to Edric, with limited vassal selections and the powerful William as your aggressive neighbor. However, he has a few benefits Edric does not. Hereward starts with three territories instead of two, plus a few more burghers in the vassal pool, one of which is already placed as a city. There are fewer and less interesting knights to choose from, but the gold production from the city and any towns you place lets you choose from a wide selection of mercenaries to bolster your forces.

To tackle this scenario, collect units into a decent-sized army (don't forget the bowmen) and attack Hampshire. It will be easy to win, and gives you access to more and better vassals. Bolster

your army with the best of the new vassals and march on Sussex. This is William's home castle and capturing it takes William out of the game quickly. Getting rid of him is important because he hauls a trebuchet and can take out wooden castles all by himself. When William is gone, the rest of the kingdoms will be easy prey.

Edgar Specifics

Edgar, the lead knight for the House of Edgar, is nothing terribly special—a company of nobles with an attached swordsmen unit. Edgar has the same problems with limited burgher and priest vassals as Edric and Hereford. The good news is that Edgar's neighbor to the north, Malcolm, is poorly defended and easy to take over. After defeating Malcolm, several more vassals become available. With them and the land you gain, build sufficient armies to take over the more powerful opponents to the south. Look for small wooden castles to attack, and bypass the stone ones until later.

Malcolm Specifics

Malcolm offers the most challenging position in the scenario. He has limited food production, one priest, and only two burghers in his normal vassal pool. Either dip into the lesser vassal pool or quickly make a foreign conquest. Thankfully, the choice of knight vassals isn't bad, and the presence of several highlander units boosts your first army's offensive potential.

With no opponents at the back door, consolidate your units into one army and immediately attack House Edgar in Yorkshire. It's a large wooden castle, so a few companies of bowmen should bring the walls down quickly, letting the highlanders clean up defenders struggling out past the burning walls. This first conquest lets you place more burghers and priests, and provides enough troops for a defensive army to guard the home estates. When the infrastructure and defense are in place, the main army can select poorly defended castles and attack at will.



Special Vassals

In addition to the vassals listed below, William the Conqueror makes full use of the military and order vassals listed in the Master Order table.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

WILLIAM THE CONQUEROR VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Devon							
349	Walter Brentley	Kn	R	—	Bowmen	N	N
1938	Thomas Mason	Bu	R	Stonemason	—	N	Y
Sussex							
788	Leofwin of Kent	Kn	R	—	Footmen	Y	N
1944	Wilbrand Brewer	Bu	Rx	Brewer	—	N	Y
Hampshire							
334	Henry Bergersh	Cl	R	—	—	N	N
1936	Vincent Mason	Bu	R	Stonemason	—	N	Y
Wales							
837	Llywelyn the Last	Kn	R	—	Warriors	Y	N
392	William Braose	Kn	R	—	Welsh Longbowmen	N	N
929	Abbot Donat O'Haingly	Cl	R	Benedictines	—	N	Y
Hereford							
1921	Aedh Carpenter	Bu	C	Carpenter	—	Y	Y
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y
Suffolk							
1843	Hereward the Wake	Kn	R	—	Cavalry	Y	Y
Norfolk							
393	Roger Mortimer	Kn	R	—	Swordsmen	N	N
1922	Clemens Carpenter	Bu	R	Carpenter	—	Y	Y
Lincolnshire							
289	Henry FitzAilwyn	Bu	R	—	—	N	N
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
Yorkshire							
1841	Edgar Aetheling	Kn	R	—	Nobles	N	Y
426	Saher Quincy	Bu	R	—	—	N	N
1928	Patrick Smith	Bu	R	Blacksmith	—	N	Y
Warwick							
408	Thomas Dagforth	Kn	R	—	Swordsmen	N	N
1942	Gunther Brewer	Bu	R	Brewer	—	N	Y

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WILLIAM THE CONQUEROR VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Northumbria							
812	Alan de Galloway	Kn	R	—	Highlanders	N	N
1926	Duncan Smith	Bu	R	Blacksmith	—	N	Y
Cumberland							
1042	Robert de Erskine	Kn	R	—	Highlanders	N	N
1929	Robert Wright	Bu	R	Wainright	—	N	Y
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y
Lancashire							
1930	Engelbert Wright	Bu	R	Wainright	—	N	Y
Wales							
1842	Edric the Wild	Kn	K	—	Welsh Longbowmen	N	Y
Northern England							
2180	Chancellor Prendergast	Bu	K	—	—	Y	Y
2185	Chamberlin Talbot	Se	K	—	—	N	Y
2191	Cardinal Byrne	Cl	K	—	—	N	Y
2202	Champion Aidan	Kn	K	—	Swordsmen	N	Y
1844	Malcolm of Scotland	Kn	K	—	Nobles	Y	Y
Southern England							
2182	Chancellor Roemer	Bu	K	—	—	Y	Y
2186	Chamberlin Mallery	Se	K	—	—	N	Y
2190	Cardinal Rousseau	Cl	K	—	—	N	Y
2196	Champion Anselm	Kn	K	—	Swordsmen	N	Y
2342	William of Normandy	Kn	K	—	Chevalier	Y	Y
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Rudain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1923	William Smith	Bu	C	Blacksmith	—	N	Y
1924	Guildmaster Albrecht	Bu	C	Blacksmith	—	N	Y
1945	Guildmaster Brian Brewer	Bu	C	Brewer	—	N	Y
1946	Donald Brewer	Bu	C	Brewer	—	N	Y


WILLIAM THE CONQUEROR VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals continued							
1917	Guildmaster Arnold Carpenter	Bu	C	Carpenter	—	Y	Y
1920	Egbert Carpenter	Bu	C	Carpenter	—	Y	Y
1937	Guildmaster Hugh Mason	Bu	C	Stonemason	—	N	Y
1940	John Mason	Bu	C	Stonemason	—	N	Y
1932	Guildmaster Wright	Bu	C	Wainright	—	N	Y
1933	Anton Wright	Bu	C	Wainright	—	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2325	Captain Cuilennán	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

Simon de Montfort

Simon de Montfort is a medium map with a fair amount of land resources available. Armies are preformed and close to each other at the start, giving this scenario a "deathmatch" feel. The two factions, House de Montfort and House Plantagenet, have goals that roughly mirror one another: kill the other's important vassals, or conquer all of their territory.

Vassal Usage

Beginning this scenario as either house, all your parcels are assigned by default. For the most part these vassals have been placed optimally; the only exception being that for House de Montfort, Simon IV remains in your pool. He's very good and it's worth replacing another knight with him.

Your vassal usage in this scenario is highly dependent on whether you play aggressively or

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Simon de Montfort

defensively. As the aggressor, achieve an early troop advantage by replacing some of your towns and churches with knights from your pool. If you wish to defend, stick with your opening layout and concentrate instead on mercenaries.

Attacking

No matter what side you play, your enemy's castles are heavily fortified, and their armies are large and formidable. Marshal the largest field army possible. You could use smaller groups of

units for razing and pillaging the outlying areas, but a small company can never assault an estate parcel or pose a serious threat to the enemy.

If you target vassals, plan immediately for a large battle in the center of the map. Edward and Richard are on the Plantagenet side; Simon V, Robert de Ferrars, and Gilbert of Clare are among the two armies in Derby and Leicester. You need a considerable force for any attack, although the Plantagenet player should keep the Monfort armies from merging. The risks are great!

This battle involves a very large number and variety of troops. You gamble as much as your enemy—the vassals of yours that he needs to win are also on the field. If the battle goes sour, retreat. You take further losses, but it's better than losing your key vassals. If you are successful, you have only one or two more vassals to track down and destroy.

Defending

Much of the defense is taken care of. The castles start with impressive strengths. There are holes in your defense, however. With either house, you begin with one city and one cathedral. While the rewards for these are high, the risks are equally high. A safe tactic is to replace your cathedral with a castle, and immediately upgrade it. You could do this with your city, but you'll be short on cash and will lose the crown production the city provides.

Whether you choose to spend your money on castle upgrades early on or not, put everything else toward mercenaries. Both parties begin with the same amount of land, so whomever makes best use of mercenaries tips things in his favor. Center your mercenary purchases on heavy cavalry and archers. Don't neglect Fair Maidens! With such large, lumbering armies, a single Fair Maiden can lock down an entire opposing force, sparing your lands and allowing you to attack with impunity. Likewise, watch for good siege engineers. You need heavy equipment to siege the strong castles. The more siege equipment you augment your troops with, the easier time you will have.

Your Ratings

In Simon de Montfort, forget Honor. Change your stance toward the enemy house to No Quarter. Your Honor will plummet, but you cannot allow enemy knights to escape for any reason. Remember your victory conditions! In addition, attrition plays a real factor on this map; killing enough knights of any kind eventually forces your opponent

to use lesser knights, which is a great disadvantage. As for Chivalry and Christianity, there are quality knights available for either path, so it's a matter of personal choice and play style.

De Montfort

To conquer land, start in the north. The cathedral in York falls to a fast-moving assault from your armies in Derby and Leicester. Use mercenaries hired from Derby to slow any rescue force. For a riskier move, Plantagenet also has a city vulnerable to attack in Hampshire. You could combine your defenders in Middlesex and Kent to make a formidable siege force, but this leaves those regions undefended. Use mercenaries to defend these territories until you conquer Hampshire.

When these regions are in your grasp, House Plantagenet is small and scattered. Keep your large forces intact and move methodically, taking one region at a time. Fortify newly captured regions, and should you lose one of your regions, counterattack swiftly before the enemy regroups.

Plantagenet

De Montfort has a city and a cathedral in southeastern England. If your large starting army in Oxford begins moving in this direction, there is little de Montfort can do to stop you. His strategy most likely will be to stall you long enough to have his central armies catch up. Foil this strategy by using your secondary force in the March of Wales. Use Edmund to harass de Montfort's forces in the center of the map; don't over-commit, just do enough to buy yourself time to crush any resistance in Kent/Middlesex.

Special Vassals

This scenario contains a number of hidden vassals, as well as special regional vassals you can acquire only when you own a combination of regions. Watch the game messages to see when you've acquired a new vassal, and as the game progresses, swap out your common vassals with the better regional vassals that you're acquiring.

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Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

SIMON DE MONTFORT'S REBELLION VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
March of Wales							
19	William de Valence	Kn	R	—	Cavalry	Y	Y
Oxford							
1930	Engelbert Wright	Bu	R	Wainright	—	N	Y
Nottingham							
118	Henry Lacy	Kn	R	—	Cavalry	Y	N
York							
420	Geoffrey of Ludham	Cl	R	—	—	N	N
859	John Penyngton	Se	R	—	—	N	N
1918	Gregorio Carpenter	Bu	R	Carpenter	—	Y	Y
Kent							
258	Stephen Langton	Cl	R	—	—	N	N
Middlesex							
260	Thomas Fitz-Thomas	Bu	R	—	—	N	N
1931	Laurence Wright	Bu	R	Wainright	—	N	Y
East Anglia							
263	Humphrey Bohun	Kn	R	—	Cavalry	N	N
282	Henry de Wingham	Cl	R	—	—	N	N
Gloucester							
431	Gilbert of Gaunt	Bu	R	—	—	N	N
1919	Rainald Carpenter	Bu	R	Carpenter	—	Y	Y
Leicester							
279	Richard of Wych	Cl	R	—	—	N	N
Derby							
283	John de Vesey	Kn	R	—	Footmen	N	N
284	Hugh Despenser	Kn	R	—	Welsh Longbowmen	Y	N
Kingdom of England							
416	Henry III Plantagenet	Kn	K	—	Cavalry	Y	Y
17	Richard Plantagenet	Kn	K	—	Cavalry	Y	Y
22	Edward Plantagenet	Kn	K	—	Cavalry	N	Y
2180	Chancellor Prendergast	Bu	K	—	—	Y	Y
2185	Chamberlin Talbot	Se	K	—	—	N	Y

**SIMON DE MONTFORT'S REBELLION VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Kingdom of England continued							
2191	Cardinal Byrne	Cl	K	—	—	N	Y
2196	Champion Anselm	Kn	K	—	Swordsmen	N	Y

Scenario-Specific Vassals

21	Edmund Plantagenet	Kn	C	—	Footmen	Y	Y
264	Robert de Ferrars	Kn	C	—	Cavalry	N	Y
266	Simon de Montfort V	Kn	C	—	Nobles	Y	Y
273	Simon de Montfort VI	Kn	C	—	Bowmen	N	Y
274	Henry de Montfort	Kn	C	—	Bowmen	N	Y
275	Peter de Montfort	Kn	C	—	Bowmen	N	Y
276	Peter de Montfort Younger	Kn	C	—	Footmen	N	Y
277	Guiotz de Montfort	Kn	C	—	Footmen	N	Y
421	Gilbert of Clare	Kn	C	—	Nobles	Y	Y

Order Vassals

1917	Guildmaster Arnold Carpenter	Bu	C	Carpenter	—	Y	Y
1920	Egbert Carpenter	Bu	C	Carpenter	—	Y	Y
1921	Aedh Carpenter	Bu	C	Carpenter	—	Y	Y
1932	Guildmaster Wright	Bu	C	Wainright	—	N	Y
1933	Anton Wright	Bu	C	Wainright	—	N	Y

King Edward's Wars

King Edward's Wars is a large map with two main islands (Britain and Ireland). Resources are plentiful, especially for the English. Here we have three main rivals competing against each other for control over Britain.

Although the Irish and the Scots were historically no match for the power of the English, united against their common enemy, they can rewrite history in *Lords of the Realm III!*

General Strategy

The terrain, in this case water, affects all houses. It's easy to surprise your enemies with ships, so watch out. A 10-company army could suddenly appear at any of your ports.

The key to winning this scenario is to conquer the computer players bordering your kingdom first. After that, Plantagenet dictates the flow of the game. If he attacks Ireland,

Bruce has to choose between attacking Percy or allying with Boru to repel the English invasion. Should Plantagenet go to Scotland, the choice is Boru's.

Plantagenet

First take over Wales. After conquering Wales, move on to Ireland or Scotland. Keep in mind what a kingdom means in the game. You needn't actually conquer all of Scotland or Ireland, you just need to conquer Boru's lands in Ireland or Bruce's in Scotland. Move quickly, because if Bruce or Boru expands, it means more work for you.

If you choose Ireland, strike Meath first. This prevents Boru from buying mercenaries there. After that, look for lightly defended castles or cities to attack. A similar strategy applies to attacking Scotland. Send a large army by ship to Lothian to surprise Bruce. When you gain control there, expand!

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King Edward's Wars

Boru Specifics

The House of Boru is designed for the low-ratings game. Most of their knights have special abilities, such as Raider and Loot, which maximize gains from pillaging enemy lands. Do not bother placing clergy if you are playing the low-ratings game, but do so if you aren't.

Ireland is the most frequently invaded kingdom, so make peace or ally with all houses you can at the beginning of the game. Later in

the game, if things go well, your best choice is to attack Percy for your victory conditions. However, Bruce may beat you to the punch, in which case he becomes the next best target.

Bruce Specifics

Your knights fight fiercely and move quickly, so your strength lies in their ability to strike fast. Gather the strongest knights and waste no time taking out the lands to the north. Then wait to see what Plantagenet does. He could send an army



or two to attack you. However, most of the time he concentrates his attacks on Ireland. Keep a close eye out for this, and lend support to your Irish brothers if Plantagenet is winning the war in Ireland.

If you are not under attack, you should have no problems conquering Percy before Boru can.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

KING EDWARD'S WARS VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Leinster							
932	Murrough ó Brian	Kn	R	—	Polearmsmen	Y	N
966	Gadra mac Dúnadaig	Bu	R	—	—	N	N
Munster							
945	Cormac MacCarthy	Kn	R	—	Light Cavalry	N	N
929	Abbot Donat O'Haingly	Cl	R	Benedictines	—	N	Y
Meath							
441	Brian Connolly	Kn	R	—	Footmen	N	N
946	Donal O'Hullican	Cl	R	—	—	N	N
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
Tírrowen							
999	Domnall mac Ardgar	Kn	R	—	Bowmen	N	N
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y
Kent							
393	Roger Mortimer	Kn	R	—	Swordsman	N	N
10	Geoffrey Plantagenet	Cl	R	—	—	N	N
1938	Thomas Mason	Bu	R	Stonemason	—	N	Y
Galloway							
435	Alexander Denton	Kn	R	—	Warriors	N	N
1862	Armond de Perigord	Kn	R	Templar	Cavalry	N	Y
Northwest Highlands							
1036	Duncan of Mar	Kn	R	—	Polearmsmen	Y	N
1103	Davy Loncastell	Bu	R	—	—	N	N
Northeast Highlands							
1042	Robert de Erskine	Kn	R	—	Highlanders	N	N
1084	John Eochy	Cl	R	—	—	N	N
Gwynedd							
832	Owain Gwynedd	Kn	R	—	Footmen	N	N
427	Gerald of Barry	Cl	R	—	—	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y

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KING EDWARD'S WARS VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Glocestershire							
392	William Braose	Kn	R	—	Welsh Longbowmen	N	N
858	William Moore	Se	R	—	—	N	N
Lincolnshire							
394	Robert fitz Walter	Kn	R	—	Polearmsmen	N	N
407	Simon Theobald	Ci	R	—	—	N	N
Northumberland							
429	Hugh Neville	Kn	R	—	Swordsmen	N	N
334	Henry Bergersh	Ci	R	—	—	N	N
Straffordshire							
405	John of Gaunt	Kn	R	—	Light Cavalry	N	N
426	Saher Quincy	Bu	R	—	—	N	N
Yorkshire							
428	Richard Percy	Kn	R	—	Bowmen	N	N
431	Gilbert of Gaunt	Bu	R	—	—	N	N
1927	Maximilian Smith	Bu	R	Blacksmith	—	N	Y
1860	William de Chartres	Kn	R	Templar	Cavalry	N	Y
Middlesex							
284	Hugh Despenser	Kn	R	—	Welsh Longbowmen	Y	N
345	William de Bohun	Bu	R	—	—	N	N
1928	Patrick Smith	Bu	R	Blacksmith	—	N	Y
Lothian							
436	John McDonough	Kn	R	—	Light Cavalry	N	N
1101	William Leith	Bu	R	—	—	N	N
93	Abbot Gauzin	Ci	R	Benedictines	—	N	Y
Devonshire							
391	Tom Foote	Kn	R	—	Cavalry	N	N
Cumberland							
430	Kevin Lacy	Kn	R	—	Warriors	N	N
1936	Vincent Mason	Bu	R	Stonemason	—	N	Y
Brecon							
837	Llywelyn the Last	Kn	R	—	Warriors	Y	N
1926	Duncan Smith	Bu	R	Blacksmith	—	N	Y
Argyllshire							
1045	James Douglas	Kn	R	—	Polearmsmen	N	N
1118	Amery the Sowlis	Se	R	—	—	N	N

**KING EDWARD'S WARS VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Aberdeenshire							
434	Edward Balliol	Kn	R	—	Swordsmen	Y	N
1082	James Kennedy	Cl	R	—	—	N	N
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
Connacht							
439	Ryann Hurley	Kn	R	—	Warriors	N	N
992	Aillíl ó Súilleabáin	Se	R	—	—	N	N
Kingdom of Scotland							
433	William Wallace	Kn	C	—	Highlanders	N	Y
1033	Robert the Bruce	Kn	K	—	Light Cavalry	N	N
1081	Bernard de Linton	Cl	K	—	—	N	N
1098	Lowrens of Abernethy	Bu	K	—	—	Y	N
2182	Chancellor Roemer	Bu	K	—	—	N	Y
2186	Chamberlin Mallery	Se	K	—	—	N	Y
2190	Cardinal Rousseau	Cl	K	—	—	N	Y
2202	Champion Aidan	Kn	K	—	Swordsmen	N	Y
437	Iain Tillerman	Kn	K	—	Highlanders	Y	N
Kingdom of Ireland							
2401	Brian Boru	Kn	K	—	Swordsmen	N	Y
1002	Donnchad MacBrian	Kn	K	—	Warriors	N	N
994	Mór ingen Cearbhaill	Se	K	—	—	N	N
936	Cellach of Armagh	Cl	K	—	—	N	N
2183	Chancellor Gottschalk	Bu	K	—	—	Y	Y
2187	Chamberlin Gothardus	Se	K	—	—	N	Y
2191	Cardinal Byrne	Cl	K	—	—	N	Y
2198	Champion Boyle	Kn	K	—	Swordsmen	N	Y
Kingdom of England							
425	Gilbert de Clare	Kn	K	—	Bowmen	Y	N
816	John Marshal	Kn	K	—	Nobles	Y	N
860	John Ryder	Se	K	—	—	N	N
798	Thomas Becket	Cl	K	—	—	N	N
870	Simon de Quixley	Bu	K	—	—	N	N
2180	Chancellor Prendergast	Bu	K	—	—	Y	Y
2185	Chamberlin Talbot	Se	K	—	—	N	Y
2192	Cardinal Hohenwart	Cl	K	—	—	N	Y
2196	Champion Anselm	Kn	K	—	Swordsmen	N	Y
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y

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KING EDWARD'S WARS VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals continued							
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
811	Master Aymeric	Kn	C	Templar	Cavalry	N	Y
1849	Geoffrey Bisol	Kn	C	Templar	Cavalry	N	Y
1854	Bertrand de Blanchefort	Kn	C	Templar	Cavalry	N	Y
1855	Philip de Milly	Kn	C	Templar	Cavalry	N	Y
1859	Philip de Plessiez	Kn	C	Templar	Cavalry	N	Y
1863	Richard de Bures	Kn	C	Templar	Cavalry	N	Y
1864	Reynald de Vichiers	Kn	C	Templar	Cavalry	N	Y
1865	Thomas Berard	Kn	C	Templar	Cavalry	N	Y
1869	Master Brian deJay	Kn	C	Templar	Cavalry	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2324	Captain Boyde	Kn	C	Captain	Warriors	Y	Y
2325	Captain Cuilennáin	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2329	Captain Wilhelm	Kn	C	Captain	Swordsmen	Y	Y
2330	Captain Buisson	Kn	C	Captain	Cavalry	Y	Y
2331	Captain Harding	Kn	C	Captain	Bowmen	Y	Y
2332	Captain Faust	Kn	C	Captain	Nobles	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2335	Lieutenant Rossi	Kn	C	Lieutenant	Swordsmen	Y	Y
2336	Lieutenant Maknab	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y

**KING EDWARD'S WARS VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2338	Marshall Vitalis	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

The Black Prince

The Black Prince scenario covers the area of France around Aquitaine. The two principal houses in this scenario are the House of Capet and the House of Plantagenet. Yet in the wings lies the House of Toulouse, which has allied itself with House of Capet and is seeking to enlarge its regions at the expense of House Plantagenet. The House of Capet, through its alliance with the House of Toulouse, must rid France of the English to fully secure its hold on the kingdom. The House of Plantagenet, at the same time, seeks to reclaim the lands in Aquitaine that were lost under previous kings.

General Strategies

The theme for this campaign is one of strong defense and precision strikes at your opponent's weak points. Undercut their strength while conserving your forces. Given that the houses are at each other's doorsteps, there is little time for the luxury of building your strength before an attack is upon you. Instead, organize your troops to hold off attacks until you can set out to conquer your opponents' lands.

Vassals

In this campaign, it is important to know your vassals, not only those in your pool, but also those already at work for you. Do not hesitate to switch vassals at the start of the campaign to fit your own needs and play style. Numerous special vassals are available throughout this scenario.

House of Plantagenet

As the House of Plantagenet, you are far from England and alone in enemy territory. You face a particular challenge, because the lands you control are cut off from each other. You must succeed in conquering those regions between your two borders to consolidate your power. You may be facing two houses, but the House of Capet is your greatest danger.

The northern Kingdom of Southern Brittany is your greatest weakness at the start of the game. Merge Guion de Monfort with Arthur de Brittany in the estate parcel in Anjou; they are your first invasion force. While Guion moves there, replace the farm in Anjou with Dafydd ab Owain so he can garrison Anjou's estate when Arthur's army moves out. Place at least one knight with archers in Nantes to garrison your city there. Supplement the garrison forces with another knight.

In the southern half of your territories, place Ferri de Brunaye and Thomas Dagforth in Guyenne and merge them with the Black Prince. His army is your second invasion force. Assign another knight to a parcel in Armagnac so he can garrison the estate there.

To bulk out your forces, remove the serf from the northern half of your territory, and replace him with a knight to leave as a defense. To supply more food for your army, replace this uprooted serf elsewhere. Your best choice is Richard Acherton, because he produces more food than the other serfs in your pool. After he's placed, you should have enough food to supply your troops

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The Black Prince

with none to spare. Capture new land quickly so your food supply is not cut off.

Burghers are your best source of garrison troops as well as reinforcements to help hold a newly conquered region. Spread out your burghers to keep your towns and cities from competing with each other, and have well-placed hiring locations. Given that you are going to be aggressive, be prepared to see your Christianity rating go down. Thus, clergy are your least

critical vassals. Accept that you will have a low Christianity rating and get on with it. Still, keep an eye on the clergy for their special abilities that may help you in other ways.

After your forces are set, focus your efforts on the House of Capet. Begin your conquest when Arthur de Brittany's army is near full strength, and move quickly. Make your first strike at the manor house in Berry. While this region is not needed to win, it's a strategic target. It's easier to take than



other regions and will significantly weaken Capet. Not only does the enemy lose valuable land, you've also seized his major food source.

Meanwhile, open another front with the Black Prince's army. An attack on the castle at Saintonge takes it out before any upgrade is done. If it looks as if Capet is going to fight tooth and nail to keep you from claiming this region by amassing numerous armies on the estate, consider just razing the estate. While this affects your ratings, it forces Capet to start out with a simple fort if you lose any of the ensuing battles for control. From there it's to your advantage to conquer Poitou, linking your territories.

When you take these two estates, move on to Perigord or Limousin. Push the House of Capet to the breaking point by seizing both estates at once. Then it's on to House of Toulouse and victory.

House of Capet

As the rightful heir to the throne of France, you must drive the House of Plantagenet out of the country. Ever mindful of the rival houses and factions in France, you have allied yourself with the House of Toulouse. However, this alliance is by no means absolute. Toulouse will not commit fully to this struggle. Don't expect the House of Toulouse to rush to your aid in a time of need.

At the beginning of the war, Plantagenet will strike from both sides at once. He is also likely to target your greatest weakness, the manor house at Berry. It is tempting to replace this with a knight (and his castle), but the food stockpiled there lets you supply the number of troops you need to defend yourself and capture new territory. Start by placing knights on the parcels around the manor house, and gather them on the estate to protect your food supply. If you think you can hold the region, consider replacing the serf on the manor house with Basyle de Blois, who produces three extra food points.

After this is done, replace some of your vassals in Limousin and Touraine with knights. Try to bring Bertran du Guesclin and William Longsword into play. Merge these knights into an army that will be your invasion force.

To help, you have the burgher Quent Guérat, a regional vassal of Marche. Although he does not have companies of troops, Quent Guérat adds a catapult to every knight in the same region. This is important because you have more cavalry companies than foot troops, which hampers your ability to storm castles. Put together armies that are not composed solely of cavalry units, because this is a severe handicap in conquering estates.

Expect that the English will focus their assaults not on Toulouse but on you. Keep the bulk of your forces within your borders to fend off the English hordes. Attack with your army in Toulouse. Anjou is a good first target. Even though it is an exceptional castle, your army should have an abundance of catapults from Quent Guérat. After the castle falls, place either a knight or burgher in the estate and garrison that estate. The loss of this region breaks England's power in the north. From there continue your march onto Nantes. Keep your other regions fortified and buy mercenaries if you need to fend off the Black Prince.

With the fall of Anjou and Nantes, you can attack the Black Prince in his base. Either the castle at Armagnac or the city of Gascony make good targets. Taking Gascony deprives your opponent of crowns. Taking Armagnac, his largest region, cripples his armies. It is easier to move through allied lands to reach your goal.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

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THE BLACK PRINCE VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Armagnac							
166	Symonne la Converte	Bu	R	—	—	N	N
121	Geraud d'Armagnac	Kn	R	—	Cavalry	N	N
Foix							
327	Philippe Goloin	Kn	R	—	Light Cavalry	N	N
690	Olivier d'Orleans	Se	R	—	—	N	N
Toulouse							
119	Hugues Raymond d'Alfaro	Kn	R	—	Cavalry	N	N
306	Jean de Brienne	Bu	R	—	—	N	N
Rouergue							
103	Pierre de Wiessant	Bu	R	—	—	N	N
397	Guy d'Auvergne	Kn	K	—	Polearmsmen	N	N
Agenais							
403	Guillaume de Geneve	Kn	R	—	Crossbowmen	Y	N
387	Talleyrand de Périgord	Cl	R	—	—	N	N
Perigord							
149	Savary de Mauleon	Kn	R	—	Chevalier	N	N
Limousin							
380	Jeanne de Penthièvre	Se	R	—	—	N	N
50	Pierre de Dreux	Kn	R	—	Cavalry	N	N
Berry							
382	Olivier de Clisson	Kn	R	—	Swordsmen	N	N
689	Basyle de Blois	Se	R	—	—	N	N
Marche							
411	Bertran du Guesclin	Kn	R	—	Polearmsmen	N	N
150	Quent Guérat	Bu	R	—	—	Y	N
Touraine							
386	Etienne Marcel	Bu	R	—	—	N	N
409	Maurice de Berkeley	Kn	R	—	Cavalry	Y	N
Anjou							
858	William Moore	Se	R	—	—	N	N
309	Guichard de Beaujeu	Kn	R	—	Cavalry	N	N
Nantes							
59	Jean de Beaumont	Kn	R	—	Chevalier	N	N
110	Jean de Fiennes	Bu	R	—	—	N	N



THE BLACK PRINCE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
	Poitou						
388	Philip de Rouvre	Kn	R	—	Swordsmen	Y	N
385	Robert Le Coq	Cl	R	—	—	N	N
	Saintonge						
346	Robert of Artois	Kn	R	—	Welsh Longbowmen	N	N
	Guyenne						
408	Thomas Dagforth	Kn	Re	—	Swordsmen	N	N
344	John Chandros	Kn	R	—	Bowmen	N	N
	Gascony						
342	Walter Manny	Kn	R	—	Welsh Longbowmen	N	N
289	Henry FitzAilwyn	Bu	R	—	—	N	N
859	John Penyngton	Se	R	—	—	N	N
348	The Black Prince	Kn	K	—	Nobles	Y	N
404	Henry of Grosmont	Kn	K	—	Bowmen	N	N
	Southern Brittany						
216	Arthur de Brittany	Kn	K	—	Swordsmen	Y	N
	La Marche						
160	Bertrand de Goth	Cl	K	—	—	N	N
384	Bertrand de l'Isle	Kn	K	—	Chevalier	N	N
389	Jean de Normandie	Kn	K	—	Swordsmen	N	N
692	Galeren de Guyenne	Se	K	—	—	N	N
	Aquitaine						
129	Andrieu d'Andres	Bu	K	—	—	N	N
381	Charles de Blois	Kn	K	—	Cavalry	Y	N
36	Gautier de Coutances	Cl	K	—	—	N	N
	Toulouse						
251	Raymond-Roger de Foix	Kn	K	—	Chevalier	Y	N
296	Raymond de Trencavel	Kn	K	—	Chevalier	N	N
691	Thomas de Toulouse	Se	K	—	—	N	N
257	Aymeric de Narbonne-Lara	Bu	K	—	—	N	N
247	Guy Foulques	Cl	K	—	—	N	N
	Military Vassals						
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y

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THE BLACK PRINCE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2324	Captain Boyde	Kn	C	Captain	Warriors	Y	Y
2325	Captain Cuilennáin	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2329	Captain Wilhelm	Kn	C	Captain	Swordsmen	Y	Y
2330	Captain Buisson	Kn	C	Captain	Cavalry	Y	Y
2331	Captain Harding	Kn	C	Captain	Bowmen	Y	Y
2332	Captain Faust	Kn	C	Captain	Nobles	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2335	Lieutenant Rossi	Kn	C	Lieutenant	Swordsmen	Y	Y
2336	Lieutenant Maknab	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2338	Marshall Vitalis	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

Albion Forever

Albion Forever is a battle royale, a six-player free-for-all to become King of England. The victory condition of total conquest makes it certain that alliances will be formed and broken, making for an ever-shifting scenario where change is inevitable and defeat is the only reward for the timid.

Set Up

Money and production win wars, and Albion is no exception. If your estates contain no towns

or cities, change vassals immediately to have at least one city estate, bolstered by the presence of an adjoining church. Place this city on the estate parcel farthest from your immediate neighbors. Add secondary towns if they don't reduce the presence of essential combat units.

Refrain from buying siege engines at the start; your first priority is to build a suitable defense to repel attacks. Place several armies in the parcels along your borders. Give preference to units with strong defensive attributes (swordsmen, nobles, heavy horse) but include at least one ranged unit (archers or crossbowmen) if available.

Attacking

Two main considerations should determine which estates you attack: size and strategic location.

York and Warwick are prime examples of large, centrally located estates, allowing the player with offensive strategies to attack in any direction.

Norfolk and Devon are appealing to the defensive player, with their backs to the sea and long stretches of friendly land between the estate parcel and the county border. Examine your play style and attack accordingly.

It's tempting to follow up an early victory with additional attacks, but this can lead to disaster with your main army stranded in distant enemy lands. Keep a steady rhythm and avoid haste. Make sure the estate you are leaving can defend itself long enough for you to respond.

Defensive Tactics

Defend estate castles with a two-tier strategy. Keep a field army of 2–4 companies in the estate parcel. Start with the one closest to your enemies, and add ones to each estate as resources become



Albion Forever

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available, working your way back to the rear areas. An army of that size is large enough not to be overwhelmed by even the largest host, while small enough not to drain your campaigning forces. Use this army to engage and delay attackers, giving you time to bring in larger reinforcements, upgrade the castle, or both.

No single purchase is better than upgrading your castles. When possible, choose vassals that have production bonuses, so you can upgrade at less cost. Upgrade castles from the rear areas forward; this creates a progressively more difficult series of targets to attacking armies. Your inner lands are a hard core of defensive works, while your outer areas should have armies for mobile response. Be careful not to spend all your money at once! Keep at least 1,000 crowns on hand at all times to make emergency purchases of mercenaries or to ransom captured knights.

Mercenaries

Mercenaries are essential for victory in Albion. They factor heavily in both offensive and defensive strategies. On the attack, mercenaries can travel farther than normal units because they have no supply issues. Use them to drive deep into enemy territory. Furthermore, certain mercenary types, such as Teutonic Knights, aren't affected by fluctuations in ratings as their vassal kin are. The mercenary downside is their inability to recruit and replenish their ranks; when appropriate, keep mercenary units in reserve, or use them to outflank or overwhelm an enemy defender. Siege engines are available, but elite units and heavier types such as trebuchets are costly and subject to damage. No attacking force is complete without them, but keep them out of harm's way or be prepared to buy more.

For defense, any castle or town benefits from the presence of additional units, especially archers.

Percy

House Percy is the northernmost region, composed of two modest estates bordered only by House

Neville to the south. This position is a two-edged sword; while it reduces the chance of other houses attacking early in the game, it also prevents you from attacking them without dealing with Neville in some fashion.

House Percy's first objective should be to take York from Neville. York begins as a city estate, but a human player is likely to convert it to a castle and/or reinforce it with field units, while the AI player tends to keep it as a city but with several armies of varying strengths nearby. Taking York requires you to build a sizable force that can successfully besiege the city and deal with one or more combat units afterward.

After York, Lancaster is the next most likely target. Although small, Lancaster stands between the western powers and Cumberland, and serves as an excellent launch point to invade Gwynedd. House Llywelyn (when played by AI) tends to keep the manor house assigned here. While you may have to engage one or more field units, a sizable and well-balanced force can take this estate with ease.

Stafford

House Stafford is well-located to attack House Mowbray, but it's equally vulnerable to their attack. Make sure Middlesex and Hampshire have strong castles with at least one modest field army available for defense before venturing into Mowbray. Take Essex immediately and place a city on its estate to raise the resources you need to take Norfolk.

Watch for opportunistic attacks from House Beaufort. An alliance with Beaufort at the earliest opportunity nullifies his threat. You can always break it later when you're ready to deal with him.

Llywelyn

House Llywelyn has three modest estates that are effective when used properly, but the loss of even one can topple the house. It is especially vulnerable at the start of the game, when the estate of Gwynedd is a manor house. Change that immediately to a city and place a church nearby to boost



production. Then place a town in the adjoining parcel in Carmarthen. Because House Beaufort attacks quickly from Gloucester, move the bulk of your troops into the castle at Hereford as a deterrent. Changing the castle at Carmarthen to a city increases revenue and mercenary availability.

The two most tempting targets are Gloucester and Warwick, but other houses have an interest in Warwick, so go for Gloucester first. Place a castle in Gloucester and upgrade it early. Leave your field army in the estate to repel potential attacks by Beaufort from Devon.

Neville

Neville's strength is also its weakness; it is a large, strong house, but it's in the center of the map surrounded by every other house. Neville's lands will become a battlefield unless you act quickly to prevent it. First reduce the number of potential enemies. Use diplomacy to establish alliances with as many houses as will accept. Meanwhile, reinforce your castles at Warwick and Lancaster at the earliest opportunity. Likewise, upgrade Warwick to the strongest castle you can afford.

Depending on your alliances, House Percy makes a tempting target. Taking it eliminates any threat from the north and places you two estates away from your other rivals. Strengthen your southern parcels with strong units, reinforced with one or two mercenaries per estate. (Consider adding one or two towns into York and Warwick to boost revenue.) Keep your forces in the more remote portions of York to leave your enemies guessing your intent. March north to Cumberland or Northumberland (if Cumberland is too heavily defended) and strike quickly.

Lincoln, in House Mowbray's lands, is another immediate choice. Taking it reduces the threat on your flank and adds a modest county to your lands. If you decide to attack here, keep a field force of 4–6 units in York, to guard against opportunists who might strike while your back is turned.

Mowbray

House Mowbray is in a good position for the cautious player. Norfolk's remoteness makes it easier to defend, and it provides an excellent staging ground for your plans. Immediately change Norfolk to a city estate, with a church to its west; then change Lincoln to a castle with a town to the south and a knight vassal to the west.

House Stafford presents two tempting targets in Kent and Middlesex. Kent is the easier of the two, as it starts as a cathedral, but a human player may change that.

On defense, Lincoln is often the target of House Neville. Try to establish an alliance with Neville as soon as possible to delay this attack. A more adventurous tactic is to ally with both Neville and Stafford, creating a buffer between your house and your enemies. You can then cross allied lands freely and strike at more distant targets. Of course, Neville or Stafford might get nervous with your armies on their lands, so be wary of betrayal.

Beaufort

House Beaufort has its work cut out for itself. Stretched out through Devon, it can have its offensive strength at Gloucester lopped off quite easily. Conversely, Devon's estate is possibly the game's best defensive position.

Start by switching Gloucester to a castle and Devon to a city. Gloucester needs defenses; Devon is safer for production. Consider a church to boost production, and purchase several mercenaries. Send them to garrison the castle at Gloucester to deter Llywelyn from attack.

Carmarthen and Hereford are the closest targets and are weak early on. A quick buildup of forces at Gloucester should be balanced with upgrades to that estate castle. Pick the easier of the two and attack.



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Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

ALBION FOREVER VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Hereford							
1862	Armond de Perigord	Kn	R	Templar	Cavalry	N	Y
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y
1943	Jeanne Brewer	Bu	R	Brewer	—	N	Y
Gloucester							
426	Saher Quincy	Bu	R	—	—	N	N
1851	Everard des Barres	Kn	R	Templar	Cavalry	N	Y
2044	Chancellor Ralf Stapleton	Bu	R	—	—	N	Y
1948	Valentina Banker	Bu	R	Banker	—	N	Y
1930	Engelbert Wright	Bu	R	Wainright	—	N	Y
1944	Wilbrand Brewer	Bu	R	Brewer	—	N	Y
Warwick							
283	John de Vesey	Kn	R	—	Footmen	N	N
282	Henry de Wingham	Cl	R	—	—	N	N
2046	Peter Barry	Bu	R	Wainright	—	N	Y
294	Abbot Arnaud de Roquemfeuil	Cl	R	Franciscans	—	N	Y
1929	Robert Wright	Bu	R	Wainright	—	N	Y
Northumberland							
428	Richard Percy	Kn	R	—	Bowmen	N	N
858	William Moore	Se	R	—	—	N	N
2029	Percy D'Auton	Kn	R	—	Highlanders	Y	Y
1927	Maximilian Smith	Bu	R	Blacksmith	—	N	Y
York							
429	Hugh Neville	Kn	R	—	Swordsmen	N	N
345	William de Bohun	Bu	R	—	—	N	N
1891	Gerard Tum	Kn	R	Hospitalier	Cavalry	N	Y
288	William of York	Kn	R	—	Nobles	Y	Y
2041	Holy Guard of York	Kn	R	—	Swiss Pikemen	N	Y
2043	Pierre Lyons	Kn	R	—	Cavalry	N	Y
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
1926	Duncan Smith	Bu	R	Blacksmith	—	N	Y
1949	Theobald Banker	Bu	R	Banker	—	N	Y

**ALBION FOREVER VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Cumberland							
432	John fitz Robert	Kn	R	—	Swordsmen	Y	N
1887	Dieudonne De Gozon	Kn	R	Hospitalier	Cavalry	N	Y
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
1928	Patrick Smith	Bu	R	Blacksmith	—	N	Y
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y
Lancaster							
1885	Helion De Villeneuve	Kn	R	Hospitalier	Cavalry	N	Y
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
Lincoln							
431	Gilbert of Gaunt	Bu	R	—	—	N	N
1884	Guillaume de Chateuneuf	Kn	R	Hospitalier	Cavalry	N	Y
1918	Gregorio Carpenter	Bu	R	Carpenter	—	Y	Y
Norfolk							
391	Tom Foote	Kn	R	—	Cavalry	N	N
1486	Hendrick van Alckemade	Kn	R	Teutonic	Teutonic Knights	N	Y
2030	Mowbray du Val	Kn	R	—	Swordsmen	Y	Y
2045	Abbot Fulk de Cashel	Cl	R	Benedictines	—	N	Y
1919	Rainald Carpenter	Bu	R	Carpenter	—	Y	Y
Essex							
789	Gyrth of Essex	Kn	R	—	Peasants	Y	N
1850	Robert de Craon	Kn	R	Templar	Cavalry	N	Y
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
1922	Clemens Carpenter	Bu	R	Carpenter	—	Y	Y
Middlesex							
2031	Thomas Mandeville	Kn	R	—	Polearmsmen	Y	Y
2040	Constable Jean Keating	Kn	R	—	Swordsmen	N	Y
2047	Champion John Landy	Kn	R	—	Nobles	N	Y
1909	Abbot Thomas Aquinas	Cl	R	Dominicans	—	N	Y
1947	Herman Banker	Bu	R	Banker	—	N	Y
Kent							
788	Leofwin of Kent	Kn	R	—	Footmen	Y	N
334	Henry Bergersh	Cl	R	—	—	N	N
1866	William de Beaujeu	Kn	R	Templar	Cavalry	N	Y
2042	Holy Guard of Canterbury	Kn	R	—	Swiss Pikemen	N	Y
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
1908	Abbot Albertus Magnus	Cl	R	Dominicans	—	N	Y

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ALBION FOREVER VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Hampshire							
25	Hubert of Burgh	Kn	R	—	Bowmen	N	N
1931	Laurence Wright	Bu	R	Wainright	—	N	Y
1942	Gunther Brewer	Bu	R	Brewer	—	N	Y
Devon							
393	Roger Mortimer	Kn	R	—	Swordsmen	N	N
27	William FitzRobert	Kn	R	—	Bowmen	Y	N
2032	Beauford de Welton	Kn	R	—	Swordsmen	Y	Y
1938	Thomas Mason	Bu	R	Stonemason	—	N	Y
Carmarthen							
837	Llywelyn the Last	Kn	R	—	Warriors	Y	N
836	Llywelyn the Great	Kn	R	—	Welsh Longbowmen	Y	Y
929	Abbot Donat O'Haingly	Cl	R	Benedictines	—	N	Y
1939	Ludolf Mason	Bu	R	Stonemason	—	N	Y
Gwynedd							
832	Owain Gwynedd	Kn	R	—	Footmen	N	N
859	John Penyngton	Se	R	—	—	N	N
2057	Geoffrey of MonMouth	Cl	R	—	—	N	Y
1936	Vincent Mason	Bu	R	Stonemason	—	N	Y
Scenario-Specific Vassals							
2033	Alan Logan	Se	C	—	—	N	Y
2034	Isaac de Pipard	Bu	C	—	—	N	Y
2035	Baptiste Francis	Cl	C	—	—	N	Y
2036	Denis Mortimer	Kn	C	—	Nobles	N	Y
2037	Keith Milam	Kn	C	—	Nobles	Y	Y
Order Vassals							
1950	Guildmaster Borgianni	Bu	C	Banker	—	N	Y
1951	Hubert Banker	Bu	C	Banker	—	N	Y
1952	Colin Banker	Bu	C	Banker	—	N	Y
1923	William Smith	Bu	C	Blacksmith	—	N	Y
1924	Guildmaster Albrecht	Bu	C	Blacksmith	—	N	Y
1925	Napoleon Smith	Bu	C	Blacksmith	—	N	Y
1941	Witte Brewer	Bu	C	Brewer	—	N	Y
1945	Guildmaster Brian Brewer	Bu	C	Brewer	—	N	Y
1946	Donald Brewer	Bu	C	Brewer	—	N	Y
1917	Guildmaster Arnold Carpenter	Bu	C	Carpenter	—	Y	Y
1920	Egbert Carpenter	Bu	C	Carpenter	—	Y	Y
1921	Aedh Carpenter	Bu	C	Carpenter	—	Y	Y
1935	Gerard Mason	Bu	C	Stonemason	—	N	Y
1937	Guildmaster Hugh Mason	Bu	C	Stonemason	—	N	Y

**ALBION FOREVER VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals continued							
1940	John Mason	Bu	C	Stonemason	—	N	Y
1932	Guildmaster Wright	Bu	C	Wainright	—	N	Y
1933	Anton Wright	Bu	C	Wainright	—	N	Y
1934	Kuno Wright	Bu	C	Wainright	—	N	Y
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Ruadain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1894	Master Arnold de Comps	Kn	C	Hospitalier	Cavalry	N	Y
1897	Hughes de Revel	Kn	C	Hospitalier	Cavalry	N	Y
1865	Thomas Berard	Kn	C	Templar	Cavalry	N	Y
1869	Master Brian de Jay	Kn	C	Templar	Cavalry	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2325	Captain Cuilennáin	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y



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ALBION FOREVER VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

The German Campaign

This campaign has four scenarios of medium difficulty and presents interesting challenges for multiplayer games.

Barbarossa in Italy

Barbarossa in Italy is a mid-sized map with large regions at your disposal. Both houses start with many regions and numerous parcels to populate with vassals. To achieve a successful campaign in Italy, Barbarossa must capture and hold six particular cities in Italy, pushing the Italian forces to the southern end of the country. To successfully hold off Barbarossa's assault, the Italian Cities must hold three of six cities while maintaining 100,000 crowns in their treasury or eliminate Barbarossa from Italy.

Barbarossa

You have nine empty parcels in which to place vassals. Using the knights from the vassal pool with strong companies, such as nobles, archers, and swordsmen, increase the strength of your armies. Placing a burgher or two allows you to accrue crowns for upgrading castles and hiring mercenaries to further support your armies.

Send Frederick Barbarossa and Henry the Lion to besiege Verona and Milan respectively. (Henry will leave your service if your Chivalry rises to seven!) Meanwhile, put together armies from the knight vassals you placed in the initial empty parcels. William Monferrat and Henry Weller are in good positions to merge other companies to support an offensive push into Italy.

Most importantly, you need to defend the manor house in Bavaria. Use any knights placed in the bordering parcels to guard it. Another weak spot is the castle in Carinthia, which is a Poorly Defended Outpost (the weakest castle in the game). Upgrade this castle, on the border of your territory.

After taking Verona and Milan, place a burgher on each of the seized estate parcels. This allows you to increase the size of your treasury and have two places to create both offensive and defensive mercenary armies. By this time, Henry Weller and William Monferrat will have a sizable complement of companies in their armies. Send Henry Weller to siege Aquilea, while Monferrat is in an excellent position to attack Alessandria. Barbarossa can quickly reach the Piacenza. Henry the Lion is poised for an assault of Cremona. Managing multiple sieges is complicated. Launch only one or two sieges at any given time, and have the remaining armies perched on the doorsteps of the other estate parcels.



Barbarossa in Italy

Italian Cities

You have eight empty parcels at the start. Numerous cities and towns are generating income and mercenaries, so place some of the knights from your vassal pool to lead your mercenaries into battle. Place a clergyman or two in your backfield to increase productivity in those regions.

The Italian Cities are not poised for an early offensive. Start with a defensive posture until you

have enough money for a few modest mercenary armies. Take your mercenary armies, merge a few knights with them, and counterattack Barbarossa's lesser-guarded estates, such as Savoy, Carinthia, and the manor house in Bavaria. Conquer them to reduce the number of companies Barbarossa can use against you.

Defense as the Italian Cities is dependent on using mercenary armies. Use your few available knights on the offensive, as they have better

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morale and fight more fiercely for your cause. Your cathedral in Florence should be the first region that receives defending armies. It's also a good idea to place a few mercenaries within each of your cities for added support of your garrison troops.

To achieve victory as the Italian Cities, you need to retain three regions and ensure that you have a steady income of crowns. Ideally, however, you don't want to fight a defensive battle. Barbarossa's armies grow stronger over time. If you attacked early and sustained only minor losses, move quickly to strike again, further crippling your enemies' empire. The castle estate in Swabia is a Poorly Defended Outpost, an easy target for even a small army to attack. Seize control of three or four regions to have a much easier time defending. You also have more land at your disposal for placing knights who come to your aid over time.

Keep a special eye on the agents who appear in your mercenary pool. Fair Maidens, Corrupt Cardinals, and Saboteurs are effective against Barbarossa. If you are fortunate enough to start with a Fair Maiden in your mercenary pool, use her against Barbarossa or Henry the Lion as soon as possible. It proves beneficial to buy time to fortify your estates.

Christianity is the most important rating to keep an eye on. A high Christianity rating yields strong vassals as time goes on. High Honor and Christianity draw powerful vassals to your court.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

FREDERICK BARBAROSSA IN ITALY VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Burgundy							
1628	Eberhard Schappert	Kn	R	—	Crossbowmen	N	N
1486	Hendrick van Alckemade	Kn	R	Teutonic	Teutonic Knights	N	Y
Swabia							
576	Otto von Wittelsbach	Kn	R	—	Swordsmen	N	Y
1761	Bebelina Leuprechtinger	Se	R	—	—	N	N
1488	Günther von Schwarzenburg	Kn	R	Teutonic	Teutonic Knights	N	Y
Bavaria							
594	Ulrich von Traven	Kn	R	—	Swiss Pikemen	N	N
Carinthia							
1787	Hildegarda John Ernest	Se	R	—	—	N	N
1720	Philip Voglreiter	Kn	R	—	Polearmsmen	Y	N
1492	Antonius van Printhalgen	Kn	R	Teutonic	Teutonic Knights	N	Y
Savoy							
591	William Monferrat	Kn	R	—	Nobles	N	N
1484	Poppo von Osterna	Kn	R	Teutonic	Teutonic Knights	N	Y

**FREDERICK BARBAROSSA IN ITALY VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Alessandria							
3	Giovanni Boccanegra	Kn	R	—	Genoese Crossbowmen	N	N
595	Alberto Reginer	Bu	R	Lombard	—	N	Y
Genoa							
1182	Giovanni di Murta	Bu	R	—	—	N	N
2247	Gerd Volker Hagen	Kn	R	—	Crossbowmen	N	Y
Milan							
6	Paganus Della Torre	Bu	R	Lombard	—	N	Y
2238	Gilberto Alamanni	Kn	R	—	Bowmen	N	Y
2246	Ernst von Dannenberg	Kn	R	—	Swiss Pikemen	N	Y
2253	Marchisio	Kn	R	—	Footmen	Y	Y
Cremona							
1284	Theresa Adorno	Se	C	—	—	N	N
1268	Pilgrim di Promontorio	Kn	R	—	Genoese Crossbowmen	Y	N
2240	Tirone Padovani	Kn	R	—	Polearmsmen	Y	Y
Piacenza							
592	Obizzo d'Este	Bu	R	Lombard	—	N	Y
5	Matilda Contessa	Se	R	—	—	N	N
2239	Alberto Monaldi	Kn	R	—	Genoese Crossbowmen	N	Y
Parma							
4	Lanfreco Cassini	Bu	R	Lombard	—	N	Y
2237	Drago Stefani	Kn	R	—	Genoese Crossbowmen	N	Y
Verona							
1	Ezzolino Da Romano	Bu	R	Lombard	—	N	Y
2236	Franciscus Vacanti	Kn	R	—	Nobles	N	Y
2248	Fritz Torsten Reiter	Kn	R	—	Light Cavalry	Y	Y
Aquilea							
2	Hubert Pelavicino	Cl	R	—	—	N	N
2244	Michael Pancheri	Kn	R	—	Crossbowmen	N	Y
Carniola							
1723	Henry Weller	Kn	R	—	Footmen	Y	N
1493	Dierik van Wevelhoven	Kn	R	Teutonic	Teutonic Knights	N	Y
Bologna							
590	Matilda Spoletto	Se	R	—	—	N	N
Florence							
7	Umberto da Pirovano	Cl	R	—	—	N	N
2249	Hans Otto Schmidt	Kn	R	—	Bowmen	Y	Y
2245	Fredrick Ventura	Cl	R	—	—	N	Y

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FREDERICK BARBAROSSA IN ITALY VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Ancona							
1283	Antonia de Alencon	Se	C	—	—	N	N
593	Pandulf Radelchi	Bu	R	—	—	N	Y
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
Kingdom of Germany							
574	Frederick Barbarossa	Kn	K	—	Cavalry	Y	Y
575	Henry the Lion	Kn	K	—	Cavalry	Y	Y
573	Heinrich Jasomirgott	Se	K	—	—	N	N
2183	Chancellor Gottschalk	Bu	K	—	—	Y	Y
2187	Chamberlin Gothardus	Se	K	—	—	N	Y
2192	Cardinal Hohenwart	Cl	K	—	—	N	Y
2201	Champion Kahn	Kn	K	—	Swordsmen	N	Y
Kingdom of Italy							
1183	Giovanni di Valenti	Bu	K	Lombard	—	N	Y
1184	Gregorio di Montelongo	Bu	K	Lombard	—	N	Y
1227	Umberto da Arsago	Cl	K	—	—	N	N
1186	Octo Pagonini	Bu	K	—	—	N	N
2241	Antonio di Lombard	Bu	K	—	—	N	Y
2184	Chancellor Hillenbrand	Bu	K	—	—	Y	Y
2188	Chamberlin Drasche	Se	K	—	—	N	Y
2189	Cardinal Donatello	Cl	K	—	—	N	Y
2200	Champion Rocca	Kn	K	—	Swordsmen	N	Y
1257	Marquard von Randeck	Kn	K	—	Genoese Crossbowmen	Y	N
Scenario-Specific Vassals							
2242	Horatio Falconi	Kn	C	—	Nobles	N	Y
2243	Colombo Tanaglia	Kn	C	—	Cavalry	N	Y
2250	Agost Sternberg	Kn	C	—	Warriors	N	Y
2251	Thomas Quint	Kn	C	—	Nobles	N	Y
2252	Stephan Obermoser	Kn	C	—	Cavalry	Y	Y
Order Vassals							
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1902	Master Heinrich Walpot von Bassenheim	Kn	C	Teutonic	Teutonic Knights	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y

**FREDERICK BARBAROSSA IN ITALY VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

A Gathering of Wolves

In A Gathering of Wolves, you must keep an eye on all your opponents. House Avesnes needs to expand its borders while Valois needs only to become king of Flanders. Dampierre is trying to survive for 45 minutes, and Plantagenet's goal is to expand its holdings on the continent.

It's wise for Plantagenet, Valois, and Artois to band together and eliminate Dampierre before the 45-minute timer is up, but how much can you trust your allies?

House Avesnes

Yours is the biggest kingdom. Due to its size and the fact that it only has one border to deal with, House Avesnes easily can be converted into a mercenary, low-stat, or high-stat game. Concentrate on populating your regions and defending your two manor houses and three cathedrals. The boost to Christianity unlocks powerful vassals later. Protect Utrecht, Holland, and Friesland from invasion, as their ports and cathedrals present tempting early-game targets.

Assemble a force and lay siege to Ghent, House Dampierre's easternmost region. From there, push south into Lille and lay siege to it. In the meantime, assemble another 10-company army and move it toward Champagne. Put pressure on House Valois at this point. After your army takes Lille and your second army is marching on Champagne, move the army in Lille to St. Omer and help defend against Valois. Don't let him take this parcel and get a cheap win. If it looks like the 45 minutes will run out before you take Champagne and Reims, switch allegiance and attack St. Omer to remove Dampierre.

House Dampierre

You can take two main strategies. Fortify your castles and cities with mercenaries and wait out the coming storm, or send your armies out to attack, reducing your opponents' strength and increasing your own. In either case, buy yourself time and hold on to at least one of your starting regions at the end of the 45 minutes.

Swap out Matthew de Boulogne for Baldwin de Pieux in the castle at St. Omer. Matthew de

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A Gathering of Wolves

Boulogne is a strong vassal, but Baldwin's reduced food consumption rates help more if you are besieged. Place Philip de Flanders on a border parcel where you are planning to attack. His three companies of godendag are ideally suited to dealing with the French, and his trebuchet can take down the French border castles. Johanna of Flanders is a good knight to pair with Philip, as she comes with siege equipment and she fields a large company of crossbowmen. You may want to either swap out the city at Lille for a castle and

upgrade it, or swap Rogues Tyrel for Gautier Tyrel. Gautier has better special abilities.

House Valois

You have to defend on all fronts, as the port in Normandy grants access to your largely unprotected rear, and House Avesnes waits on the other side to take advantage of any show of weakness. The French cavalry are almost unrivaled in open-field combat. Unfortunately, horses can't storm the walls.



Bertrand de l'Isle is your best knight to start with. His 40 chevaliers, while slow to grow to full size, can take on and defeat fairly substantial armies single-handedly (through careful use of charging). Guillaume le Marechal and Thibault de Bar are also powerful knights. Place either Simon de Brion or William de Melleun (both of whom have the Armorer special ability) in the same region as Bertrand, thus increasing the rate at which he recruits soldiers. Assemble an army of chevaliers, cavalry, and swordsmen and send them, set on Engage Enemy, over to keep out any who might take the manor houses in Normandy and Rouen.

As House Valois be aware of the control shifts on the Strategic Level. Your victory condition is to seize the throne of Flanders. This can be done by as little as taking one region, so long as it is the last in the kingdom held by the Flemish king. If another house has taken all three regions of Flanders, and thus the throne, you must take back all three regions to win.

House Plantagenet

Given its starting position, House Plantagenet has the most leisurely opening game. The north of England is set up as a breadbasket at game start, with the manor house to provide if supply is cut

off. The strength of your knights lies in the bowmen and Welsh longbowmen that you possess almost exclusively.

William Braose and John de Vescy are your most powerful knights at the start. Use them to defend Suffolk while you hire mercenaries. Sending weak mercenary armies at undefended estate parcels is a great tactic in the early game, as your opponents are trying to get their production up and running to defend on all fronts. In the chaos, it's often possible to take a region or two. Initially, if a force can be mustered in Calais or quickly shipped over, an attack on Artois will be successful.

It may be advantageous to ally with House Avesnes, depending on which regions of Flanders it has taken. If it means you get to claim the kingdom by taking St. Omer (which they don't need to win), then you'll have gained powerful kingdom vassals with which to take Ghent, the only area that you need fight House Avesnes over.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

A GATHERING OF WOLVES VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Champagne							
410	William de Melleun	Cl	R	—	—	Y	N
1884	Guillaume de Chateuneuf	Kn	R	Hospitalier	Cavalry	N	Y
1929	Robert Wright	Bu	R	Wainright	—	N	Y
1488	Günther von Schwarzenburg	Kn	R	Teutonic	Teutonic Knights	N	Y
Orleanais							
61	Jacques de Wiessant	Bu	R	—	—	N	N
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y

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A GATHERING OF WOLVES VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Nassau							
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
1325	Damian von Leyen	Bu	R	—	—	N	N
Normandy							
214	Hugh of Chester	Kn	R	—	Swordsmen	N	N
1908	Abbot Albertus Magnus	Cl	R	Dominicans	—	N	Y
Grier							
1801	Harduuih von Königseck	Se	R	—	—	N	N
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
Cobane							
1326	Frederick Christian	Bu	R	—	—	N	N
Munster							
1358	Thun von Neuenburg	Cl	R	—	—	N	N
Friesland							
443	Gregory Haugh	Kn	R	Teutonic	Teutonic Knights	N	Y
Reims							
1889	Pierre De Corneillan	Kn	R	Hospitalier	Cavalry	N	Y
1939	Ludolf Mason	Bu	R	Stonemason	—	N	Y
Île de France							
249	Simon de Brion	Cl	R	—	—	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
Rouen							
1909	Abbot Thomas Aquinas	Cl	R	Dominicans	—	N	Y
Picardy							
329	Thibault de Bar	Kn	R	—	Cavalry	Y	N
1942	Gunther Brewer	Bu	R	Brewer	—	N	Y
Ghent							
704	Johanna of Flanders	Kn	R	—	Crossbowmen	Y	N
744	Erambald le fries	Se	R	—	—	N	N
1927	Maximilian Smith	Bu	R	Blacksmith	—	N	Y
1948	Valentina Bunker	Bu	R	Banker	—	N	Y
Calais							
1926	Duncan Smith	Bu	R	Blacksmith	—	N	Y
1944	Wilbrand Brewer	Bu	R	Brewer	—	N	Y



A GATHERING OF WOLVES VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Lincolnshire							
283	John de Vesey	Kn	R	—	Footmen	N	N
345	William de Bohun	Bu	R	—	—	N	N
1938	Thomas Mason	Bu	R	Stonemason	—	N	Y
Kent							
19	William de Valence	Kn	R	—	Cavalry	Y	Y
282	Henry de Wingham	Cl	R	—	—	N	N
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
Middlesex							
431	Gilbert of Gaunt	Bu	R	—	—	N	N
858	William Moore	Se	R	—	—	N	N
1930	Engelbert Wright	Bu	R	Wainright	—	N	Y
Metz							
1430	Arnulf Meffridus	Kn	R	—	Nobles	N	N
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
Luxembourg							
561	Rupert Sonnenberg	Se	R	—	—	N	N
929	Abbot Donat O'Haingly	Cl	R	Benedictines	—	N	Y
Holland							
578	Konrad von Wittelsbach	Cl	R	—	—	N	N
1949	Theobald Banker	Bu	R	Banker	—	N	Y
Brabant							
442	Mathias Dahlbeck	Kn	R	—	Swordsmen	Y	N
Utrecht							
1359	Charles Frederick William	Cl	R	—	—	N	N
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y
Norfolk							
859	John Penyngton	Se	R	—	—	N	N
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
1947	Herman Banker	Bu	R	Banker	—	N	Y
Suffolk							
392	William Braose	Kn	R	—	Welsh Longbowmen	N	N
1922	Clemens Carpenter	Bu	R	Carpenter	—	Y	Y
1918	Gregorio Carpenter	Bu	R	Carpenter	—	Y	Y

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A GATHERING OF WOLVES VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Artois							
28	Guillamue le Marechal	Kn	R	—	Nobles	N	N
1928	Patrick Smith	Bu	R	Blacksmith	—	N	Y
1486	Hendrick van Alckemade	Kn	R	Teutonic	Teutonic Knights	N	Y
St. Omer							
188	Matthew de Boulogne	Kn	R	—	Godendag	N	N
208	Gautier Tyrel	Bu	R	—	—	N	N
1943	Jeanne Brewer	Bu	R	Brewer	—	N	Y
1931	Laurence Wright	Bu	R	Wainright	—	N	Y
Liège							
209	Rogues Tyrel	Bu	R	—	—	N	N
376	Michel de Warenghien	Cl	R	—	—	N	N
1936	Vincent Mason	Bu	R	Stonemason	—	N	Y
1919	Rainald Carpenter	Bu	R	Carpenter	—	Y	Y
Holy Roman Empire							
1597	Eberhard von Stein	Cl	K	—	—	N	N
2183	Chancellor Gottschalk	Bu	K	—	—	Y	Y
2187	Chamberlin Gothardus	Se	K	—	—	N	Y
2192	Cardinal Hohenwart	Cl	K	—	—	N	Y
2201	Champion Kahn	Kn	K	—	Swordsmen	N	Y
County of Flanders							
726	Theoderic Ricwald	Bu	K	—	—	N	N
187	Philip de Flanders	Kn	K	—	Godendag	Y	N
699	Baldwin de Pieux	Kn	K	—	Swordsmen	Y	N
2184	Chancellor Hillenbrand	Bu	K	—	—	Y	Y
2188	Chamberlin Drasche	Se	K	—	—	N	Y
2189	Cardinal Donatello	Cl	K	—	—	N	Y
2199	Champion Weyn	Kn	K	—	Swordsmen	N	Y
Kingdom of France							
384	Bertrand de l'Isle	Kn	K	—	Chevalier	N	N
2182	Chancellor Roemer	Bu	K	—	—	Y	Y
2186	Chamberlin Mallery	Se	K	—	—	N	Y
2190	Cardinal Rousseau	Cl	K	—	—	N	Y
2197	Champion Laroche	Kn	K	—	Swordsmen	N	Y
Kingdom of England							
860	John Ryder	Se	K	—	—	N	N
2180	Chancellor Prendergast	Bu	K	—	—	Y	Y
2185	Chamberlin Talbot	Se	K	—	—	N	Y
2196	Champion Anselm	Kn	K	—	Swordsmen	N	Y
2191	Cardinal Byrne	Cl	K	—	—	N	Y



A GATHERING OF WOLVES VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Ruadain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1950	Guildmaster Borgianni	Bu	C	Banker	—	N	Y
1951	Hubert Banker	Bu	C	Banker	—	N	Y
1952	Colin Banker	Bu	C	Banker	—	N	Y
1923	William Smith	Bu	C	Blacksmith	—	N	Y
1924	Guildmaster Albrecht	Bu	C	Blacksmith	—	N	Y
1925	Napoleon Smith	Bu	C	Blacksmith	—	N	Y
1941	Witte Brewer	Bu	C	Brewer	—	N	Y
1945	Guildmaster Brian Brewer	Bu	C	Brewer	—	N	Y
1946	Donald Brewer	Bu	C	Brewer	—	N	Y
1917	Guildmaster Arnold Carpenter	Bu	C	Carpenter	—	Y	Y
1920	Egbert Carpenter	Bu	C	Carpenter	—	Y	Y
1921	Aedh Carpenter	Bu	C	Carpenter	—	Y	Y
1935	Gerard Mason	Bu	C	Stonemason	—	N	Y
1937	Guildmaster Hugh Mason	Bu	C	Stonemason	—	N	Y
1940	John Mason	Bu	C	Stonemason	—	N	Y
1932	Guildmaster Wright	Bu	C	Wainright	—	N	Y
1933	Anton Wright	Bu	C	Wainright	—	N	Y
1934	Kuno Wright	Bu	C	Wainright	—	N	Y
1880	Guerin de Montaigu	Kn	C	Hospitalier	Cavalry	N	Y
1881	Bertrand de Thessy	Kn	C	Hospitalier	Cavalry	N	Y
1882	Bertrand de Comps	Kn	C	Hospitalier	Cavalry	N	Y
1894	Master Arnold de Comps	Kn	C	Hospitalier	Cavalry	N	Y
1896	Geofroy le Rat	Kn	C	Hospitalier	Cavalry	N	Y
1441	Johan van Hoenhorst	Kn	C	Teutonic	Teutonic Knights	N	Y
1444	Dietrich von Altenburg	Kn	C	Teutonic	Teutonic Knights	N	Y
1458	Hanno von Sangershausen	Kn	C	Teutonic	Teutonic Knights	N	Y
1472	Gijsbert van den Goye	Kn	C	Teutonic	Teutonic Knights	N	Y
1483	Burkhard von Schwanden	Kn	C	Teutonic	Teutonic Knights	N	Y
1497	Rutger van Kaldenberg	Kn	C	Teutonic	Teutonic Knights	N	Y

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A GATHERING OF WOLVES VASSALS CONTINUED

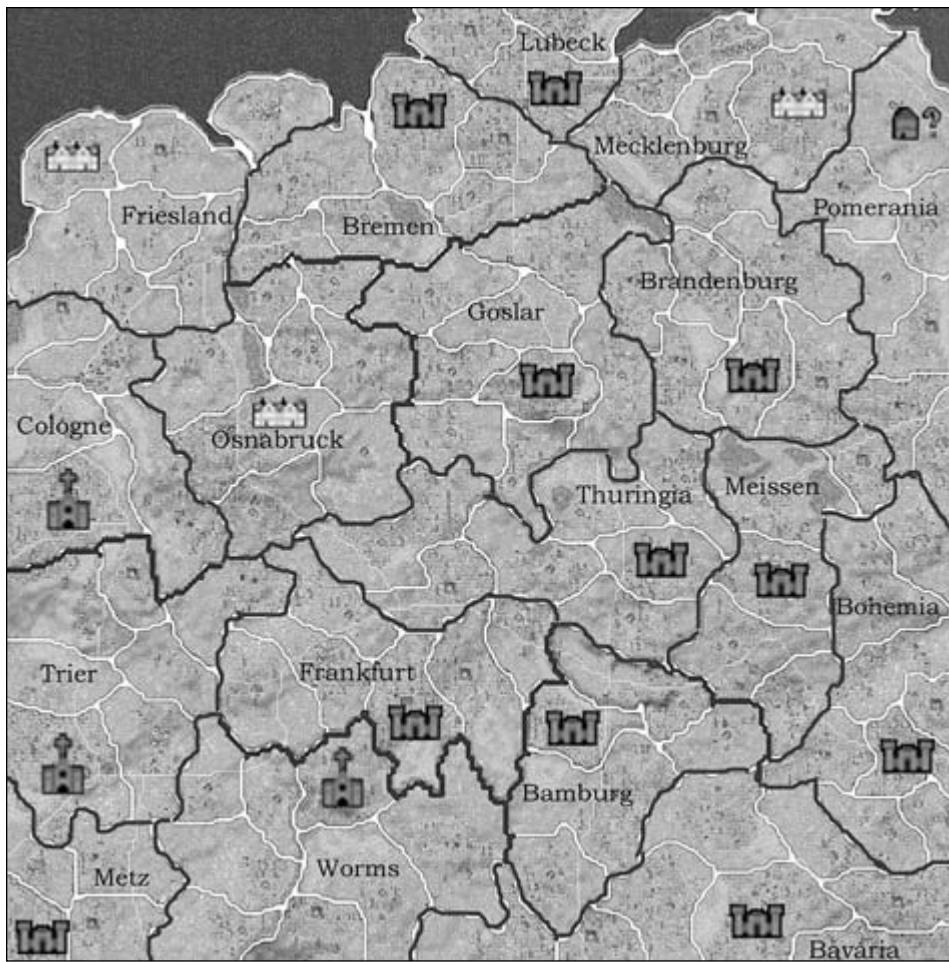
ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals continued							
1899	Grandmaster Hermann Von Salza	Kn	C	Teutonic	Teutonic Knights	N	Y
1901	Master Gottfried von Hohenlohe	Kn	C	Teutonic	Teutonic Knights	N	Y
1903	Master Konrad of Thuringia	Kn	C	Teutonic	Teutonic Knights	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Goedendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2325	Captain Cuilennáin	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	N	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	N	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

Henry the Lion

The Henry the Lion conquest scenario is a battle between two powerful noble houses in Germany, each trying to destroy the other. Caught in the shuffle are six other, smaller nobles' houses whose allegiances vary. In this scenario, go after your main foe, but also manage relations with the other noble houses so your foes don't outnumber you.

Armies and Attacking

At the start, you want as many of your most powerful knight vassals in play as you can support. Place them as close to the enemy lines as possible, and keep all supporting farms away from the borders. Group the more powerful knights to create an army that can overwhelm those opposing it. Use your better burghers to keep a steady supply of mercenaries to supplement your knight armies.



Henry the Lion

Welf lands are spread apart, with the large Duchy of Saxony occupying the north and the smaller Duchy of Bavaria in the south. Hohenstaufen lands are concentrated in the middle of the map. Because of this, Welf territories are harder to defend, and sharing armies between the duchies is difficult, but it also gives Welf two different directions for attacking the lands of Hohenstaufen. Finding a balance between attacking, defending, and allying with other noble houses will determine your success in this scenario.

The quicker you win battles and sieges, the better. Also, always pay the ransom on knights captured in combat. Knights, especially good ones, are at a premium, so hold on to them as long as you can.

Diplomatic Relations

If you can afford it, send gifts to the noble houses most likely to side with your enemy to influence them. The northwestern houses of Pribeslaw, Ascanian, Schauenburg, and Piast are all allied

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with each other, and have a favorable stance toward Hohenstaufen and a negative stance against Welf. Henry should try to appease them before they ally with Hohenstaufen. This protects his eastern border from the attack that would otherwise result. Avoid invading their lands unless you see a chance to gain land. Attacking one house makes the other allied houses more disposed against you. Conversely, Hohenstaufen should use its favorable stance with the alliance to its favor, and try to gain these houses as allies as quickly as possible.

The House of Przemysl in Bohemia in the southeast has a favorable stance toward Welf and a negative stance toward Hohenstaufen. Here Henry should definitely try to gain an alliance if an opportunity arises, as Przemysl has powerful knights at its disposal. Conquest of this house by either Welf or Hohenstaufen also works, but don't leave a hole in your defense to do so.

The House of Ardennes occupies the map's whole western edge and is neutral toward both Welf and Hohenstaufen. Ardennes is the third most powerful house in the game. It may be best to ignore this house and concentrate on the others, but if you're running out of land and need to expand to the west, the regions of Cologne and Trier hold cathedrals that aren't difficult to take. However, open hostilities with Ardennes only as a last resort, as they will ally with your opponent if you start a war against them.

When you form a confederation, turn your attention to your final goal—destroying your opponent. Let your AI allies distract and weaken him while you press for the kill. If he is besieged on several fronts, you should be able to take him down.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

HENRY THE LION VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Worms							
580	Frederick Conrad	Kn	R	—	Swiss Pikemen	N	N
1359	Charles Frederick William	Cl	R	—	—	N	N
Friesland							
2254	Edmond Schaeffer	Kn	R	—	Nobles	Y	Y
2272	Joachim Ulrich	Bu	R	Hansaetic	—	N	Y
Bremen							
587	Matilda Welf	Se	R	—	—	N	N
Lubeck							
584	Adolph Schauenburg	Kn	R	—	Crossbowmen	N	N
1327	Louis Frederick	Bu	R	—	—	N	N
561	Rupert Sonnenberg	Se	R	—	—	N	N
2269	Heinke Torsten	Bu	R	Hansaetic	—	N	Y
Mecklenburg							
583	Nicholas Pribeslaw	Bu	R	—	—	N	N
399	Francis Haugh	Kn	R	—	Cavalry	N	Y
443	Gregory Haugh	Kn	R	Teutonic	Teutonic Knights	N	Y
2270	Jaan Meintetus	Bu	R	Hansaetic	—	N	Y

**HENRY THE LION VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Pomerania							
1494	Gerhard Malberg	Kn	R	Teutonic	Teutonic Knights	N	Y
1419	Henry Fridericus	Kn	R	—	Light Cavalry	N	N
585	Walram Wiesbaden	Kn	R	Teutonic	Teutonic Knights	N	Y
Brandenburg							
582	Albert Wikerus	Kn	Rg	—	Nobles	Y	N
2271	Jorg Kulbart	Bu	R	Hansaetic	—	N	Y
1467	Frederick Hermannus	Kn	R	—	Crossbowmen	Y	N
Goslar							
1431	Philip Wigandus	Kn	R	—	Cavalry	N	N
Osnabruck							
1581	Otto Tanner	Bu	R	Hansaetic	—	Y	Y
1492	Antonius van Printhalgen	Kn	R	Teutonic	Teutonic Knights	N	Y
Cologne							
577	Rainald von Dassel	Cl	R	—	—	N	N
1491	Joachim von Gravenegg	Kn	R	—	Nobles	N	N
Trier							
1374	Louis Mengotus	Kn	R	—	Cavalry	N	N
2255	Erdemir Heinzjorg	Kn	R	—	Bowmen	N	Y
Frankfurt							
578	Konrad von Wittelsbach	Cl	R	—	—	N	N
586	Ruprect Laurenberg	Se	R	—	—	N	N
Thuringia							
589	Louis IV	Kn	R	—	Nobles	Y	N
1490	Karl Bessart	Kn	R	Teutonic	Teutonic Knights	N	Y
1360	Eberhard Sifridus	Cl	R	—	—	N	Y
Meissen							
579	Otto Dimarus	Kn	R	—	Polearmsmen	N	N
581	Leopold Babenberg	Bu	R	—	—	N	N
Bamburg							
2078	Otto von Wittelsbach	Kn	R	—	Swordsmen	N	Y
1442	John Meingotus	Kn	R	—	Crossbowmen	N	N
Bavaria							
1373	Henry Fridebraht	Kn	R	—	Cavalry	Y	N

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HENRY THE LION VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Saxony							
2077	Henry the Lion	Kn	K	—	Nobles	N	Y
2258	Filiberht Irnfried	Kn	K	—	Cavalry	Y	Y
Holstein							
2260	Franz Jelderik	Bu	K	—	—	N	Y
Mecklenburg							
1321	Albert Wernerus	Bu	K	—	—	N	N
1322	Henry Fridebertus	Bu	K	—	—	N	N
Lower Lotharingia							
1355	Albert Reinboldus	Cl	K	—	—	N	N
1357	William Theodericus	Cl	K	—	—	N	N
Upper Lotharingia							
1418	Louis Wecelo	Kn	K	—	Light Cavalry	N	N
Franconia							
2076	Frederick Barbarossa	Kn	K	—	Cavalry	N	Y
1548	Alberta Cunradus	Se	K	—	—	N	N
2259	Franz Albrecht Krieger	Kn	K	—	Cavalry	Y	Y
Bavaria							
573	Heinrich Jasomirgott	Se	K	—	—	N	N
2413	Johann Wellinstein	Kn	K	—	Cavalry	N	N
2274	Luifriedus Reynfred	Kn	K	—	Nobles	N	Y
Bohemia							
1716	Henry das Schwartz	Kn	K	—	Swiss Pikemen	Y	N
2261	Ranulf von Bohemia	Kn	K	—	Genoese Crossbowmen	N	Y
Scenario-Specific Vassals							
2256	Rudiger Heidenrich	Cl	C	—	—	N	Y
2257	Ernst Reginald	Kn	C	—	Warriors	Y	Y
2262	Hans Jindrich	Kn	C	—	Swordsmen	N	Y
2263	Axel Sprague	Kn	C	—	Cavalry	N	Y
2264	Gideon Thaud	Kn	C	—	Bowmen	N	Y
2265	Giesbert Thiedrich	Kn	C	—	Nobles	N	Y
2266	Gunter Winald	Kn	C	—	Polearmsmen	N	Y
2267	Gustaaf Wulf-Erich	Kn	C	—	Cavalry	N	Y
2268	Hartel Jochen	Kn	C	—	Nobles	N	Y

**HENRY THE LION VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals							
2273	Liefdei Northberht	Bu	C	Hansaetic	—	N	Y
1441	Johan van Hoenhorst	Kn	C	Teutonic	Teutonic Knights	N	Y
1454	Herman van Rijkel	Kn	C	Teutonic	Teutonic Knights	N	Y
1472	Gijsbert van den Goye	Kn	C	Teutonic	Teutonic Knights	N	Y
1482	Diederik Guldenhoofd	Kn	C	Teutonic	Teutonic Knights	N	Y
1497	Rutger van Kaldenberg	Kn	C	Teutonic	Teutonic Knights	N	Y
1899	Grandmaster Hermann Von Salza	Kn	C	Teutonic	Teutonic Knights	N	Y
1900	Master Adolf of Holstein	Kn	C	Teutonic	Teutonic Knights	N	Y
1901	Master Gottfried of Hohenlohe	Kn	C	Teutonic	Teutonic Knights	N	Y
1904	Walter van Papenhoven	Kn	C	Teutonic	Teutonic Knights	N	Y
1905	Werner Von Orselen	Kn	C	Teutonic	Teutonic Knights	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2325	Captain Cuileannáin	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	N	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	N	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	N	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

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The Golden Bull

Golden Bull is a large map with eight starting positions to choose from and plenty of land resources to take advantage of. The first house to secure five of the seven electoral regions will be crowned the Holy Roman Emperor, thus achieving victory. The Electors reside in Cologne, Trier, Mainz, Palatinate, Brandenburg, Saxony, and Bohemia. With numerous enemies after the crown, each house must work quickly to secure the Electors' votes by controlling the regions they occupy.

Initial Moves

At the start, place your toughest knights and begin to merge a strong army to prepare for combat. Also make sure that your food and money production is taken care of. Look for special abilities of certain vassals, and place them to enhance both the offensive and defensive capabilities of troops and garrisoned castles or towns. Construct an army for open-field combat as well as an army to besiege castles. Open-field combat attacks are more effective with fast and mobile troops, such as



The Golden Bull



different types of cavalry and foot soldiers. Siege combat requires siege weapons such as catapults, trebuchets, mangonels, and ballistae, as well as archers and cavalry troops. Look for vassals with siege weapons for your fights against castles and garrisoned towns.

The most effective way to gain land is to attack the poorly defended cathedrals, if they are in reach. Cologne, Trier, and Mainz are great initial targets. Not only are these regions fundamental to your goal, but they also begin as relatively weak regions. Use your open-field army to attack these estate parcels and take them out before the houses become too strong. Gain as much territory as quickly as possible to have more land to create stronger and larger armies.

Use mercenaries defensively due to the vast amount of land available (for placing better knights). Purchase mercenaries to garrison castles and towns. Bowmen and crossbowmen also do a great job of defending castles from troops and incinerating siege weapons with flaming arrows.

The high-Christianity game is effective in this scenario, due to the strong vassals who come to serve a pious lord. In addition, Legates appear, adding troops to all armies in the same region. Cologne, Trier, and Mainz also provide special vassals when clergy are placed in their estates. These special vassals add troops and siege weapons to knights placed in their region, as well as increase money and food production. As for the other electoral estates, placing knights on these unlocks further vassals.

Luxembourg

As the House of Luxembourg you are in a great position to quickly take over three of the essential territories: Cologne, Trier, and Mainz. All three are cathedrals and potentially easy victories. Merge a strong open-field army with cavalry and mobile foot soldiers for these open-field battles. Purchase as many mercenaries as possible. Start out by attacking Cologne with this newly made army.

After you capture Cologne, place a cathedral there, wait until the Elector at Cologne appears in your vassal pool, and replace the cathedral with the Elector. This Elector splashes troops to your armies in that region. Then move your army to Trier and Mainz and repeat the process. Finally, besiege the castle at Palatinat with an army fitted for a siege. The House of Luxembourg has a considerable army, and the votes of four of the five Electors.

Dillenburg

The House of Dillenburg's strategy is similar to Luxembourg's. Merge a sizeable open-field army and attack the electoral regions with cathedrals first: Cologne, Trier, and Mainz. Attack the closest electoral regions first to gain as much land as quickly as possible. Begin with Mainz and Trier, while looking out for Luxembourg and Wiesbaden's troops. Your house has good cavalry units, which are an asset in open-field battles.

Wiesbaden

The House of Wiesbaden's strategy is similar to Luxembourg's and Dillenburg's, except for the order in which regions should be seized. Due to Wiesbaden's location, attack the electoral region at Trier or Mainz first, while watching for attackers from Dillenburg and Luxembourg with the same goals.

Wettin

The House of Wettin's location makes Mainz a natural target. Gather a large open-field army to invade Mainz. After you conquer Mainz, move to Trier and Cologne to fight for control of the regions.

Wettin is at a disadvantage due to its central location, surrounded by enemies. Ally yourself with some of your neighbors. Free yourself from worrying about attacks on your homelands. Because diplomacy is effective only when you are strong, upgrade your castles when possible, and defend your lands with garrisoned mercenary troops.

Chapter 10: The Conquest Scenarios

Wittelsbach

As the House of Wittelsbach, the situation is similar to the House of Wettin. Being neighbors to Mainz, gather a strong open-field army to take the cathedral. Wittelsbach's central location requires you to be on the lookout for incoming forces trying to attack your estates. Make peace and alliances with surrounding neighbors to reduce the number of attacks on your home regions. Wittelsbach is at even more of a disadvantage than Wettin because it begins with only two regions. Act fast to take over regions.

Frankfurt

The House of Frankfurt has a greater disadvantage than those territories on Germany's western side, because you must win sieges to control territories instead of winning only open-field battles. Don't besiege the House of Bohemia first. It is strong and will attack your troops with what seems like an endless supply of soldiers. Instead attack your surrounding neighbors to gain more land and soldiers. Slowly increase your strength and numbers by taking over regions until you're strong enough to head west and take over the cathedral electoral regions, as well as besieging Saxony, Brandenburg, and finally Bohemia.

Hapsburg

The House of Hapsburg is the most difficult house with which to win. The best strategy is to merge

a strong army of troops and mercenaries and attack the House of Wittelsbach first. Attack the weak castle at Upper Palatinate, but be wary of enemy troops waiting to strike after the siege. Next, finish taking over the rest of the House of Wittelsbach by besieging the weak castle at Nuremberg. If all goes well and you control Wittelsbach, attack Wiesbaden. After obtaining a sizeable amount of land and troops, begin your conquest of the electoral regions. Bohemia is tough, and going on the offense here might not be worth the time and attention required. Go for the open-field battles at the cathedral electoral regions of Cologne, Trier, and Mainz.

The mercenary game is a good strategy for this house, due to the fact that Hapsburg starts with only two regions. The town in Austria is a great help for providing the necessary mercenaries. Form a quick 6–8 company army at the beginning, providing the essential troops to begin your offensive.

Special Vassals

Of the special vassals in this scenario, the most important are by far the Electors. Not only do you need them to win, but their special abilities greatly help your cause.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

THE GOLDEN BULL VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Mittelmark							
1430	Arnulf Meffridus	Kn	R	—	Nobles	N	N
1949	Theobald Banker	Bu	R	Banker	—	N	Y
Brandenburg							
1431	Philip Wigandus	Kn	R	—	Cavalry	N	N
1368	Frederick Ludewicus	Kn	R	—	Crossbowmen	N	N
1327	Louis Frederick	Bu	R	—	—	N	N
2279	Elector at Brandenburg	Kn	R	Elector	Teutonic Knights	N	Y
1947	Herman Banker	Bu	R	Banker	—	N	Y



THE GOLDEN BULL VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Qusitz							
1324	Bernhard Gustav	Bu	R	—	—	N	N
1948	Valentina Banker	Bu	R	Banker	—	N	Y
1493	Dierik van Wevelhoven	Kn	R	Teutonic	Teutonic Knights	N	Y
Saxony							
2280	Elector at Saxony	Kn	R	Elector	Nobles	Y	Y
1432	Frederick Eberhardus	Kn	R	—	Nobles	N	N
1374	Louis Mengotus	Kn	R	—	Cavalry	N	N
929	Abbot Donat O'Haingly	Cl	R	Benedictines	—	N	Y
1494	Gerhard Malberg	Kn	R	Teutonic	Teutonic Knights	N	Y
Meissen							
1419	Henry Fridericus	Kn	R	—	Light Cavalry	N	N
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
1878	Geoffroy de Duisson	Kn	R	Hospitalier	Cavalry	N	Y
Bohemia							
1740	Louis Jaufenthaler	Kn	R	—	Polearmsmen	N	N
2281	Elector at Bohemia	Kn	R	Elector	Swiss Pikemen	N	Y
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
1885	Helion De Villeneuve	Kn	R	Hospitalier	Cavalry	N	Y
Austria							
1664	Frederick Herzog	Kn	R	—	Light Cavalry	N	N
1928	Patrick Smith	Bu	R	Blacksmith	—	N	Y
1887	Dieudonne De Gozon	Kn	R	Hospitalier	Cavalry	N	Y
Bavaria							
1677	Henry die Wild	Kn	R	—	Nobles	Y	N
1927	Maximilian Smith	Bu	R	Blacksmith	—	N	Y
Upper Palatinate							
1708	Louis das Pious	Kn	R	—	Swordsmen	Y	N
1801	Harduuih von Königseck	Se	R	—	—	N	N
1926	Duncan Smith	Bu	R	Blacksmith	—	N	Y
1889	Pierre De Corneillan	Kn	R	Hospitalier	Cavalry	N	Y
Nuremburg							
1670	Herman Eisenhauer	Kn	R	—	Light Cavalry	N	N
1943	Jeanne Brewer	Bu	R	Brewer	—	N	Y
Thuringia							
1942	Gunther Brewer	Bu	R	Brewer	—	N	Y

Chapter 10: The Conquest Scenarios

THE GOLDEN BULL VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Anhalt							
1944	Wilbrand Brewer	Bu	R	Brewer	—	N	Y
1930	Engelbert Wright	Bu	R	Wainright	—	N	Y
1489	Lothar von Brunswick	Kn	R	Teutonic	Teutonic Knights	N	Y
Magdeburg							
1442	John Meingotus	Kn	R	—	Crossbowmen	N	N
1922	Clemens Carpenter	Bu	R	Carpenter	—	Y	Y
1490	Karl Bessart	Kn	R	Teutonic	Teutonic Knights	N	Y
Brunswick							
1919	Rainald Carpenter	Bu	R	Carpenter	—	Y	Y
Bremen							
1918	Gregorio Carpenter	Bu	R	Carpenter	—	Y	Y
1931	Laurence Wright	Bu	R	Wainright	—	N	Y
Osnabrück							
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y
Westphalia							
1407	Henry Johannes	Kn	R	—	Footmen	N	N
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
Nassau							
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
1908	Abbot Albertus Magnus	Cl	R	Dominicans	—	N	Y
1850	Robert de Craon	Kn	R	Templar	Cavalry	N	Y
Hesse							
1468	Henry Cunradus	Kn	R	—	Swordsmen	N	N
1909	Abbot Thomas Aquinas	Cl	R	Dominicans	—	N	Y
Mainz							
1624	John Schafer	Kn	R	—	Bowmen	N	N
1608	Johann Willibald Schenk	Cl	R	—	—	N	N
2277	Elector at Mainz	Cl	R	Elector	—	Y	Y
2400	Guard at Mainz	Kn	R	—	Bowmen	N	Y
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y
Burgau							
1575	Rudolf von Rechberg	Bu	R	—	—	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
Breisgau							
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
1866	William de Beaujeu	Kn	R	Templar	Cavalry	N	Y

**THE GOLDEN BULL VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Palatinate							
1672	Ernest Steinhauer	Kn	R	—	Nobles	N	N
1603	Gerwig von Sulmentingen	Ci	R	—	—	N	N
1583	Sebastian von Breitenstein	Bu	R	—	—	N	N
1787	Hildegarda John Ernest	Se	R	—	—	N	N
2278	Elector at Palatinate	Kn	R	Elector	Swordsmen	N	Y
952	Abbot Donogh ó Briain	Ci	R	Franciscans	—	N	Y
Trier							
1491	Joachim von Gravenegg	Kn	R	—	Nobles	N	N
1361	Adolf von Hoheneck	Ci	R	—	—	N	N
1326	Frederick Christian	Bu	R	—	—	N	N
2276	Elector at Trier	Ci	R	Elector	—	N	Y
2399	Guard at Trier	Kn	R	—	Cavalry	N	Y
1936	Vincent Mason	Bu	R	Stonemason	—	N	Y
Cologne							
2275	Elector at Cologne	Ci	R	Elector	—	N	Y
2398	Guard at Cologne	Kn	R	—	Nobles	N	Y
1938	Thomas Mason	Bu	R	Stonemason	—	N	Y
1862	Armond de Perigord	Kn	R	Templar	Cavalry	N	Y
Münster							
1325	Damian von Leyen	Bu	R	—	—	N	N
1939	Ludolf Mason	Bu	R	Stonemason	—	N	Y
1860	William de Chartres	Kn	R	Templar	Cavalry	N	Y
Utrecht							
1487	Albert Heinricus	Kn	R	—	Warriors	N	N
1929	Robert Wright	Bu	R	Wainright	—	N	Y
Brunswick							
1381	Louis Ortwinus	Kn	K	—	Cavalry	N	N
1357	William Theodericus	Ci	K	—	—	N	N
1323	Louis Hartmannus	Bu	K	—	—	N	N
Saxony							
1548	Alberta Cunradus	Se	K	—	—	N	N
Łaścitz							
2203	Champion Lustig	Kn	K	—	Swordsmen	N	Y
Brandenburg							
2201	Champion Kahn	Kn	K	—	Swordsmen	N	Y

Chapter 10: The Conquest Scenarios

THE GOLDEN BULL VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
	Thuringia						
1418	Louis Wecelo	Kn	K	—	Light Cavalry	Y	N
1394	Frederick Lentfridus	Kn	K	—	Crossbowmen	N	N
1322	Henry Fridebertus	Bu	K	—	—	N	N
1549	Albert Ludoldus	Se	K	—	—	N	N
	Bohemia						
1725	John Schreiner	Kn	K	—	Swiss Pikemen	N	N
2187	Chamberlin Gothardus	Se	K	—	—	N	Y
	Austria						
1565	Charles von Carolingian	Bu	K	—	—	N	N
	Bavaria						
1673	William Ruprecht	Kn	K	—	Nobles	N	N
2192	Cardinal Hohenwart	Cl	Ka	—	—	N	Y
	Breisgau						
1721	Frederick Müller	Kn	K	—	Swiss Pikemen	N	N
1579	Konrad von Überlingen	Bu	K	—	—	N	N
	Nuremberg						
1718	John Stock	Kn	K	—	Nobles	Y	N
1597	Eberhard von Stein	Cl	K	—	—	N	N
	Palatine of the Rhine						
1626	Louis das Schüchterne	Kn	K	—	Cavalry	N	N
	Cologne						
1466	Frederick Wilhelmus	Kn	K	—	Polearmsmen	Y	N
1485	William Rudegerus	Kn	K	—	Swordsmen	N	N
1356	Frederick Everwinus	Cl	K	—	—	N	N
2184	Chancellor Hillenbrand	Bu	K	—	—	Y	Y
	Münster						
1481	Otto Ditmarus	Kn	K	—	Polearmsmen	Y	N
1429	Otto Harpernus	Kn	K	—	Nobles	Y	N
1321	Albert Wernerus	Bu	K	—	—	N	N
2188	Chamberlin Drasche	Se	K	—	—	N	Y
	Westphalia						
2183	Chancellor Gottschalk	Bu	K	—	—	Y	Y
	Nassau						
1372	John Gelfradus	Kn	K	—	Cavalry	Y	N
	Scenario-Specific Vassal						
2282	Master Imperial Elector	Kn	C	Elector	Chevalier	Y	Y



THE GOLDEN BULL VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Ruidain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1950	Guildmaster Borgianni	Bu	C	Banker	—	N	Y
1951	Hubert Banker	Bu	C	Banker	—	N	Y
1952	Colin Banker	Bu	C	Banker	—	N	Y
1923	William Smith	Bu	C	Blacksmith	—	N	Y
1924	Guildmaster Albrecht	Bu	C	Blacksmith	—	N	Y
1925	Napoleon Smith	Bu	C	Blacksmith	—	N	Y
1941	Witte Brewer	Bu	C	Brewer	—	N	Y
1945	Guildmaster Brian Brewer	Bu	C	Brewer	—	N	Y
1946	Donald Brewer	Bu	C	Brewer	—	N	Y
1917	Guildmaster Arnold Carpenter	Bu	C	Carpenter	—	Y	Y
1920	Egbert Carpenter	Bu	C	Carpenter	—	Y	Y
1921	Aedh Carpenter	Bu	C	Carpenter	—	Y	Y
1935	Gerard Mason	Bu	C	Stonemason	—	N	Y
1937	Guildmaster Hugh Mason	Bu	C	Stonemason	—	N	Y
1940	John Mason	Bu	C	Stonemason	—	N	Y
1932	Guildmaster Wright	Bu	C	Wainright	—	N	Y
1933	Anton Wright	Bu	C	Wainright	—	N	Y
1934	Kuno Wright	Bu	C	Wainright	—	N	Y
1881	Bertrand de Thessy	Kn	C	Hospitalier	Cavalry	N	Y
1882	Bertrand de Comps	Kn	C	Hospitalier	Cavalry	N	Y
1883	Pierre de Vieille-Bride	Kn	C	Hospitalier	Cavalry	N	Y
1886	Nicolas Lorgne	Kn	C	Hospitalier	Cavalry	N	Y
1892	Grand Master Morel	Kn	C	Hospitalier	Cavalry	N	Y
1894	Master Arnold de Comps	Kn	C	Hospitalier	Cavalry	N	Y
1895	Master Gilbert D'Assailly	Kn	C	Hospitalier	Cavalry	N	Y
1845	Grand Master Dubois	Kn	C	Templar	Cavalry	N	Y
1847	Payen de Montdidier	Kn	C	Templar	Cavalry	N	Y
1848	Archambaud de St. Agnan	Kn	C	Templar	Cavalry	N	Y
1849	Geoffrey Bisol	Kn	C	Templar	Cavalry	N	Y
1859	Philip de Plessiez	Kn	C	Templar	Cavalry	N	Y
1868	Master Jacques de Molay	Kn	C	Templar	Cavalry	N	Y



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THE GOLDEN BULL VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals continued							
1869	Master Brian deJay	Kn	C	Templar	Cavalry	N	Y
1434	Ludolf van Bun	Kn	C	Teutonic	Teutonic Knights	N	Y
1437	Lodewijk van Kinswilre	Kn	C	Teutonic	Teutonic Knights	N	Y
1441	Johan van Hoenhorst	Kn	C	Teutonic	Teutonic Knights	N	Y
1444	Dietrich von Altenburg	Kn	C	Teutonic	Teutonic Knights	N	Y
1899	Grandmaster Hermann Von Salza	Kn	C	Teutonic	Teutonic Knights	N	Y
1901	Master Gottfried von Hohenlohe	Kn	C	Teutonic	Teutonic Knights	N	Y
1903	Master Konrad of Thuringia	Kn	C	Teutonic	Teutonic Knights	N	Y

Military Vassals

2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2324	Captain Boyde	Kn	C	Captain	Warriors	Y	Y
2325	Captain Cuileannáin	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2329	Captain Wilhelm	Kn	C	Captain	Swordsmen	Y	Y
2330	Captain Buisson	Kn	C	Captain	Cavalry	Y	Y
2331	Captain Harding	Kn	C	Captain	Bowmen	Y	Y
2332	Captain Faust	Kn	C	Captain	Nobles	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2335	Lieutenant Rossi	Kn	C	Lieutenant	Swordsmen	Y	Y
2336	Lieutenant Maknab	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2338	Marshall Vitalis	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

The French Campaign

This last campaign you unlock includes the most difficult scenarios. It also has the game's only single-player scenario. Although things start simply with the Albigensian Crusade, they escalate to the full-scale madness of the eight-player Vive le Roi.

Albigensian Crusade

There are only two possible starting positions in the Albigensian Crusade, the House of Toulouse and the House of Montfort. In this scenario, the House of Toulouse must either survive (that is, own at least one estate parcel) for 60 minutes, or control all regions on the map. The House of Montfort, on the other hand, must eliminate the House of Toulouse before 60 minutes have passed.



Albigensian Crusade



Chapter 10: The Conquest Scenarios

House of Toulouse

Upon beginning the scenario, notice that you begin with less food than is necessary to supply your armies. This is of less concern than it might seem. Soon, your food production will increase by virtue of the churches. If you plan on placing several new army vassals, however, monitor your food. You don't want your armies dying of starvation. Also notice that most of your castles are strong. Your opponent will focus his attacks on your city at Narbonne in the early stages, so replace the city with a knight, then upgrade his castle. Also, even though you may be at war with the House of Capet, you can ignore them. They are not as dangerous as the House of Montfort.

The House of Montfort is aggressive early, so make it as difficult as possible for him to capture your estate parcels. Adequately garrison your castles, perhaps replacing some of the existing vassals with stronger ones—some good archer and foot soldiers are available. Consider buying some mercenary units, as some good mounted units are available. Don't bother with siege weapons. You won't be laying siege to anything anyway. Using too many mercenaries can cause your Chivalry to drop, making you lose vassals, so either go easy on hiring or be prepared to frequently replace vassals.

Your opponent may attempt to starve you out by razing your farm parcels. Assemble a mobile army of six or so companies that can respond to his razing attempts. Don't move any units out of your estate castles, though. It's paramount that those castles be defended. You should have enough empty parcels to use for military purposes anyway. A mobile army also stops the pesky tactic of stationing enemy armies on your parcels to prevent you from using them.

This scenario's later stages are an attempt to maintain the starting position. Take control of battles whenever possible, especially on estate parcels. Your chances of survival are higher if you direct the defense. Don't panic if you lose some

regions. You don't need to re-capture lost land, and doing so may leave your remaining regions too thinly defended. Remember, it's easier to defend lands already yours than to take lands from someone else.

House of Montfort

Because the House of Montfort's goal is the opposite of Toulouse's, their general strategy is also opposite. Where Toulouse needs to concentrate on defense, Montfort needs to attack. Time management is important, not only because the scenario is timed, but also to keep Toulouse from organizing a defense. If you go slowly, it will be difficult to take control of Toulouse lands. Think about little but attacking and taking castles.

Toulouse's starting castles are quite formidable, so attack them before he reinforces them. Guy de Montfort has three powerful companies of nobles, so form an army around him. Because siege weapons are important, place the knights in the vassal pool who have these weapons attached. Also place a few towns to gain enough gold to buy additional siege weapons. (You probably don't need both of those churches in the eastern side of Dauphine.) When you assemble an army of around 6–8 units, move into Toulouse and lay siege to his estate parcels.

A good choice for a first attack is the city at Narbonne to the south. Cities are more thinly defended than castles. Your starting army should be adequate to overcome Narbonne's defenses. After you succeed, establish a castle at Narbonne and sweep north and west, attacking castles as you come across them. Capet, your ally to the north, will attack Toulouse as well and can tie up his forces there, so concentrate your attacks in the south. Such a tactic helps thin Toulouse's defenses. As you win more battles, watch your vassal pool to see if more powerful knights become available, and use them to reinforce your army (or form a second army).



You may want to send a small or medium army to help defend Capet's cathedral at Lyonaisse. Capet's army there is weak. If Toulouse takes that region, your job becomes harder. You cannot win if any trace of Toulouse remains on the map! Fortunately, Toulouse will be too occupied with defense to be a threat. Press your attack. Still, leave some troops on defense to prevent Toulouse

from stealing one of your regions. Trading your lands for those of Toulouse accomplishes little. Finally, although razing farms and trying to starve out Toulouse is tempting, it ties up your forces for too long.

With strong enough armies, rapidly deployed, the House of Toulouse will fall. Just don't forget to watch the clock!

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

THE ALBIGENSIAN CRUSADE VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Narbonne							
253	Ratier de Castelnau	Kn	R	—	Cavalry	N	N
400	Pierre de Castelnau	Cl	R	—	—	N	N
1884	Guillaume de Chateuneuf	Kn	R	Hospitalier	Cavalry	N	Y
Garonne							
332	Simon de Neauphle	Kn	R	—	Light Cavalry	N	N
331	Jean de Chalon	Kn	R	—	Cavalry	N	N
Quercy							
254	Vivien de Lomagne	Kn	R	—	Nobles	N	N
256	Arnaud Othon de Lomagne	Kn	R	—	Cavalry	Y	N
Gevauden							
123	Seguin de Balenx	Kn	R	—	Bowmen	N	N
385	Robert Le Coq	Cl	R	—	—	N	N
Nîmes							
252	Gaston de Gontaut	Kn	R	—	Polearmsmen	N	N
119	Hugues Raymond d'Alfaro	Kn	R	—	Cavalry	N	N
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y

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THE ALBIGENSIAN CRUSADE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Provence							
310	Robert de Courtenay	Cl	R	—	—	N	N
305	Lambert de Thury	Cl	R	—	—	N	N
304	Milon de Bar-Seine	Bu	R	—	—	N	N
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
1489	Lothar von Brunswick	Kn	R	Teutonic	Teutonic Knights	N	Y
Lyonnaisse							
1677	Henry die Wild	Kn	R	—	Nobles	Y	N
1358	Thun von Neuenburg	Cl	R	—	—	N	N
329	Thibault de Bar	Kn	R	—	Cavalry	Y	N
1874	Foulques de Villaret	Kn	R	Hospitalier	Cavalry	N	Y
Limousin							
180	Isabel of Angouleme	Se	R	—	—	N	N
311	Adhemar de Poitiers	Cl	R	—	—	N	N
442	Mathias Dahlbeck	Kn	R	—	Swordsmen	Y	N
Foix							
166	Symonne la Convertie	Bu	R	—	—	N	N
387	Talleyrand de Périgord	Cl	R	—	—	N	N
124	Bernard de Comminges	Kn	R	Templar	Cavalry	N	Y
Dauphine							
399	Francis Haugh	Kn	R	—	Cavalry	N	Y
327	Philippe Goloin	Kn	R	—	Light Cavalry	N	N
403	Guillaume de Geneve	Kn	R	—	Crossbowmen	Y	N
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
Auvergne							
1555	Franz von Rhine Palatinate	Bu	R	—	—	N	N
150	Quent Guérat	Bu	R	—	—	Y	N
149	Savary de Mauleon	Kn	R	—	Chevalier	N	N
Toulouse							
689	Basyle de Blois	Se	R	—	—	N	N
306	Jean de Brienne	Bu	R	—	—	N	N
292	Henri de Rodez	Kn	R	Templar	Cavalry	N	Y
County of Toulouse							
296	Raymond de Trencavel	Kn	K	—	Chevalier	N	N
251	Raymond-Roger de Foix	Kn	K	—	Chevalier	Y	N
120	Pierre Bermond d'Anduze	Kn	K	—	Swordsmen	Y	N
257	Aymeric de Narbonne-Lara	Bu	K	—	—	N	N


THE ALBIGENSIAN CRUSADE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Ecclesiastical Lands							
53	Jean d'Aire	Bu	K	—	—	N	N
302	Eudes de Burgundy	Kn	K	—	Footmen	Y	N
299	Guy de Montfort	Kn	K	—	Nobles	Y	N
1493	Dierik van Wevelhoven	Kn	R	Teutonic	Teutonic Knights	N	Y

Order Vassals

402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Ruadain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1895	Master Gilbert D'Assailly	Kn	C	Hospitalier	Cavalry	N	Y
811	Master Aymeric	Kn	C	Templar	Cavalry	N	Y
1846	Geoffrey de St. Omer	Kn	C	Templar	Cavalry	N	Y
1847	Payen de Montdidier	Kn	C	Templar	Cavalry	N	Y
1857	Robert de Sable	Kn	C	Templar	Cavalry	N	Y
1454	Herman van Rijkel	Kn	C	Teutonic	Teutonic Knights	N	Y
1477	Gerard van Loon	Kn	C	Teutonic	Teutonic Knights	N	Y
1902	Master Heinrich Walpot von Basseneheim	Kn	C	Teutonic	Teutonic Knights	N	Y
1906	Winrich von Kniprode	Kn	C	Teutonic	Teutonic Knights	N	Y

Military Vassals

2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y

Angevin Empire

The Angevin Empire is unique in that it's the game's only single-player conquest. You play House Plantagenet and your goal is to eliminate House Capet—the only house standing in your way to the throne. Because others are at war with Capet, you can choose a defensive strategy and let other people do your dirty work, but where is the glory in that?

In this scenario, you could be facing many opponents at once. The key is to weather the initial storm and, as attacks become less frequent, strike out. Maintain your Christianity. St. Giles has some serious firepower in its line-up and if your Christianity dips, you'll know the wrath of a crusading house.

Armies and Attacking

When the game starts, place William de Roches (and his three companies of cavalry) on the northern region of Normandy. With him and the other assembled forces, you should be able to defend your weak castle until it upgrades. When you are ready to go on the offensive, make sure Henry II Plantagenet and his trebuchet are part of your attacking force. Leave behind one or more five-company armies to defend your lands, and augment your forces with mercenaries.

Wait for the initial surge of enemies before you attack. If you go east into Brittany, avoid unnecessary battles because you don't want your Christianity dropping. The castles at Nantes and Rennes are weak and fall easily. Claiming Nantes

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gives you an excellent breadbasket to feed your growing armies. It's far enough out of the way that houses wanting to strangle your food supply must cross your entire lands to get there.

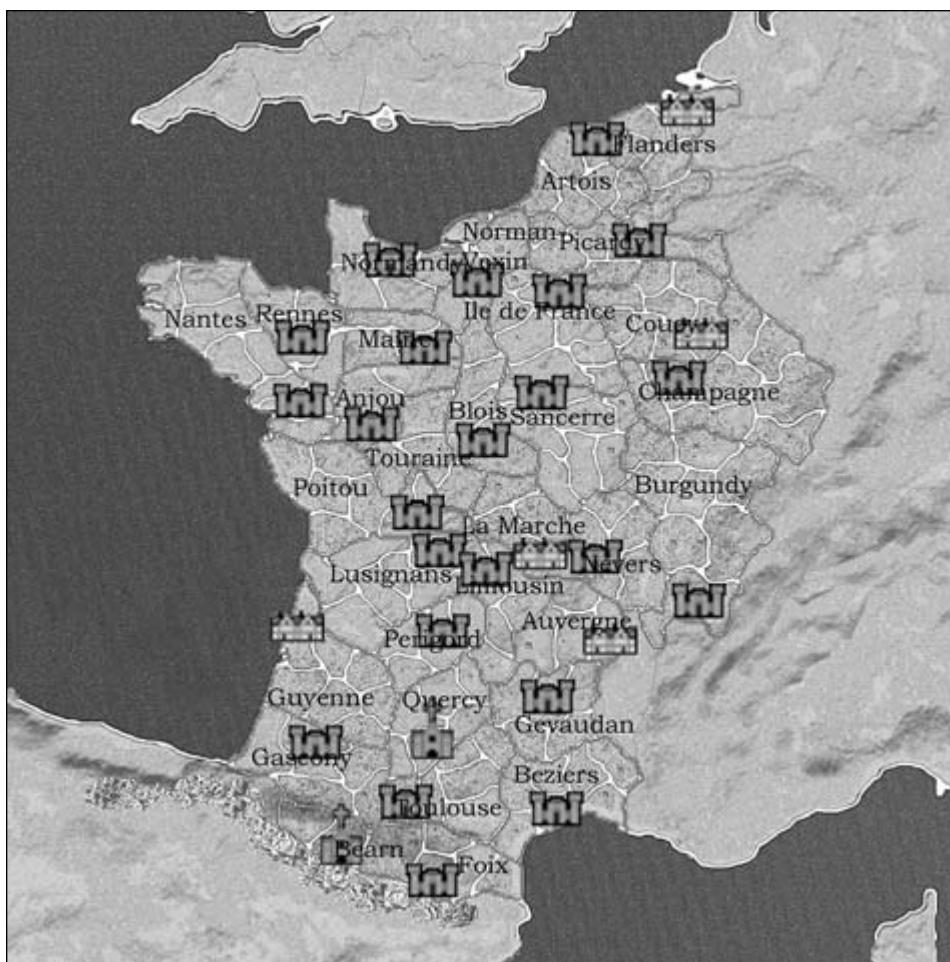
Defending

Leave an army in your estate parcels, preferably a common or regional knight you won't miss in your offensive army. Secondly, keep enough cash on hand for one mercenary captain. If an army enters your land while your main army is away in battle, buy mercenary captains and use them to

slow the advancing army. After a battle, leave your army in supply on your lands until your primary knight has replenished his troops. Use this time to hire agents or retainers if money allows.

Mercenaries

Mercenaries play an important role in the opening of the scenario because land for fiefs is hard to come by. Also, if any of your original siege vassals die or are captured, you need to rely on mercenaries for items such as catapults. Have a decent store of crowns and mercenary slots available. Use



Angevin Empire



mercenary captains as backfield defenders if any enemy armies slip by while you're busy. Defending smaller holdings is easy even with a single army, but there isn't much margin for error, so if you lose your army and have no money for mercenaries it could mean the end of your bid for the throne.

Diplomacy and Ratings

Not garnering the ire of St. Giles is paramount. This house will launch a crusade against you if your Christianity drops too low. Fight honorably with all of the houses. You want to gain Honor, so you can sue for peace and form alliances, thereby narrowing the number of invading armies on your land.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

THE ANGEVIN EMPIRE VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Gevaudan							
61	Jacques de Wiessant	Bu	R	—	—	N	N
Beziers							
110	Jean de Fiennes	Bu	R	—	—	N	N
Foix							
252	Gaston de Gontaut	Kn	R	—	Polearmsmen	N	N
Toulouse							
386	Etienne Marcel	Bu	R	—	—	N	N
127	Raymond Trencavel	Kn	R	—	Cavalry	N	N
Quercy							
690	Olivier d'Orleans	Se	R	—	—	N	N
2045	Abbot Fulk de Cashel	Cl	R	Benedictines	—	N	Y
Bearn							
290	Raymond de Narbonne	Kn	R	—	Crossbowmen	N	N
Gascony							
103	Pierre de Wiessant	Bu	R	—	—	N	N
Auvergne							
243	Dauphin d'Auvergne	Kn	R	—	Swordsmen	N	N
87	Guillaume d'Auvergne	Kn	Re	—	Chevalier	N	N
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y

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THE ANGEVIN EMPIRE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Limousin							
398	Bertrand de Gourdon	Kn	R	—	Polearmsmen	Y	N
1860	William de Chartres	Kn	R	Templar	Cavalry	N	Y
Perigord							
149	Savary de Mauleon	Kn	R	—	Chevalier	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
Guyenne							
122	Centule d'Astarac	Kn	R	—	Polearmsmen	N	N
Lusignans							
181	Hugh de Lusignan	Kn	R	—	Chevalier	N	N
Poitou							
124	Bernard de Comminges	Kn	R	Templar	Cavalry	N	Y
1862	Armond de Perigord	Kn	R	Templar	Cavalry	N	Y
Nevers							
309	Guichard de Beaujeu	Kn	R	—	Cavalry	N	N
233	Tescelin of Fontaines	Kn	R	—	Footmen	Y	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y
Burgundy							
235	Guichard le Grand	Kn	R	—	Chevalier	N	N
234	William of Champeaux	Cl	R	—	—	N	N
1490	Karl Bessart	Kn	R	Teutonic	Teutonic Knights	N	Y
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
Champagne							
165	Gaucher de Chatillion	Kn	R	—	Nobles	Y	N
168	Geoffroy de Villehardouin	Kn	R	—	Polearmsmen	N	N
304	Milon de Bar-Seine	Bu	R	—	—	N	N
443	Gregory Haugh	Kn	R	Teutonic	Teutonic Knights	N	Y
Coucy							
163	Henry le Jeune	Kn	R	—	Light Cavalry	N	N
306	Jean de Brienne	Bu	R	—	—	N	N
179	Blessed Hugh of Macon	Cl	R	—	—	N	N
1489	Lothar von Brunswick	Kn	R	Teutonic	Teutonic Knights	N	Y
La Marche							
300	Bouchard de Marly	Kn	R	—	Polearmsmen	N	N
74	Mathieu le Grande	Kn	R	—	Cavalry	N	N
301	Payen de Corbeil	Kn	R	—	Crossbowmen	N	N
96	Guillaume Blanches Mains	Cl	R	—	—	N	N
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y



THE ANGEVIN EMPIRE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Blois							
56	Louis of Blois	Kn	R	—	Cavalry	N	N
55	Theobald de Blois	Kn	R	—	Nobles	Y	N
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
59	Jean de Beaumont	Kn	R	—	Chevalier	N	N
689	Basyle de Blois	Se	R	—	—	N	N
1876	Ermengard d'Asp	Kn	R	Hospitalier	Cavalry	N	Y
1851	Everard des Barres	Kn	R	Templar	Cavalry	N	Y
1908	Abbot Albertus Magnus	Cl	R	Dominicans	—	N	Y
Sancerre							
97	Guillaume de Donjeon	Cl	R	—	—	N	N
305	Lambert de Thury	Cl	R	—	—	N	N
54	Geoffrey de Gatinais	Kn	R	—	Warriors	N	N
52	William de Gatinais	Kn	R	—	Polearmsmen	N	N
1889	Pierre De Corneillan	Kn	R	Hospitalier	Cavalry	N	Y
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
Île de France							
51	Phillip de Dreux	Cl	R	—	—	N	N
50	Pierre de Dreux	Kn	R	—	Cavalry	N	N
49	Robert de Dreux	Kn	R	—	Chevalier	N	N
72	Amaury de Montfort	Kn	R	—	Cavalry	N	N
310	Robert de Courtenay	Cl	R	—	—	N	N
71	Simon de Montfort IV	Kn	R	—	Chevalier	Y	N
1887	Dieudonne De Gozon	Kn	R	Hospitalier	Cavalry	N	Y
1909	Abbot Thomas Aquinas	Cl	R	Dominicans	—	N	Y
Picardy							
191	Guillaume de Ponthieu	Kn	R	—	Polearmsmen	N	N
192	Renaud van Dammartin	Kn	R	—	Bowmen	N	N
585	Walram Wiesbaden	Kn	R	Teutonic	Teutonic Knights	N	Y
Artois							
193	Baldwin de Hainaut	Kn	R	—	Nobles	Y	N
209	Rogues Tyrel	Bu	R	—	—	N	N
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
929	Abbot Donat O'Hainly	Cl	R	Benedictines	—	N	Y
Flanders							
208	Gautier Tyrel	Bu	R	—	—	N	N
188	Matthew de Boulogne	Kn	R	—	Godendag	N	N
Normandy							
28	Guillame le Marechal	Kn	R	—	Nobles	N	N
25	Hubert of Burgh	Kn	Ry	—	Bowmen	N	N
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y

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THE ANGEVIN EMPIRE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Norman-Vexin							
150	Quent Guérat	Bu	R	—	—	Y	N
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
1850	Robert de Craon	Kn	R	Templar	Cavalry	N	Y
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y
Maine							
27	William FitzRobert	Kn	R	—	Bowmen	Y	N
Anjou							
14	Amaury de Craon	Kn	R	—	Swordsmen	Y	N
43	Blessed Geoffroy de Loudun	Cl	R	—	—	N	N
Touraine							
34	William of Tancarville	Kn	R	—	Swordsmen	N	N
37	Gilles de Perche	Cl	R	—	—	N	N
Rennes							
214	Hugh of Chester	Kn	R	—	Swordsmen	N	N
166	Symonne la Converte	Bu	R	—	—	N	N
1878	Geoffroy de Duisson	Kn	R	Hospitalier	Cavalry	N	Y
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
Nantes							
213	Ralph of Fougères	Kn	R	—	Footmen	N	N
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
County of Toulouse							
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
257	Aymeric de Narbonne-Lara	Bu	K	—	—	N	N
101	Raymond VI de Toulouse	Kn	K	—	Nobles	Y	N
102	Raymond VII de Toulouse	Kn	K	—	Nobles	N	N
296	Raymond de Trencavel	Kn	K	—	Chevalier	N	N
691	Thomas de Toulouse	Se	K	—	—	N	N
2202	Champion Aidan	Kn	K	—	Swordsmen	N	Y
691	Thomas de Toulouse	Se	K	—	—	N	N
Duchy of Aquitaine							
151	Eleanor of Aquitaine	Kn	Ke	—	Nobles	Y	N
160	Bertrand de Goth	Cl	K	—	—	N	N
2198	Champion Boyle	Kn	K	—	Swordsmen	N	Y
692	Galeren de Guyenne	Se	K	—	—	N	N
County of Poitou							
129	Andrieu d'Andres	Bu	K	—	—	N	N
2189	Cardinal Donatello	Cl	K	—	—	N	Y
2201	Champion Kahn	Kn	K	—	Swordsmen	N	Y
30	Eustache de Saint-Pierre	Bu	K	—	—	N	N



THE ANGEVIN EMPIRE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Duchy of Burgundy							
302	Eudes de Burgundy	Kn	K	—	Footmen	Y	N
232	Hugh de Burgundy	Kn	K	—	Light Cavalry	N	N
2192	Cardinal Hohenwart	Cl	K	—	—	N	Y
2203	Champion Lustig	Kn	K	—	Swordsmen	N	Y
County of Champagne							
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
162	Henry le Liberal	Kn	K	—	Polearmsmen	Y	N
164	Theobold le Chanteur	Kn	K	—	Cavalry	N	N
172	William des Mains Blanche	Cl	K	—	—	N	N
2200	Champion Rocca	Kn	K	—	Swordsmen	N	Y
53	Jean d'Aire	Bu	K	—	—	N	N
Domaine Royal							
247	Guy Foulques	Cl	K	—	—	N	N
397	Guy d'Auvergne	Kn	K	—	Polearmsmen	N	N
299	Guy de Montfort	Kn	K	—	Nobles	Y	N
47	Louis VII Capet	Kn	K	—	Chevalier	N	N
48	Philip II Augustus	Kn	K	—	Chevalier	Y	N
2182	Chancellor Roemer	Bu	K	—	—	Y	Y
2186	Chamberlin Mallery	Se	K	—	—	N	Y
2190	Cardinal Rousseau	Cl	K	—	—	N	Y
2197	Champion Laroche	Kn	K	—	Swordsmen	N	Y
County of Flanders							
189	Baldwin de Flanders	Kn	K	—	Godendag	Y	N
190	Ferrand de Portugal	Kn	K	—	Cavalry	Y	N
2199	Champion Weyn	Kn	K	—	Swordsmen	N	Y
2183	Chancellor Gottschalk	Bu	K	—	—	Y	Y
Duchy of Normandy							
2414	Henry II Plantagenet	Kn	K	—	Cavalry	Y	N
36	Gautier de Coutances	Cl	K	—	—	N	N
2415	John Lackland	Kn	K	—	Cavalry	N	Y
2416	Richard I the Lionheart	Kn	K	—	Chevalier	N	Y
Duchy of Brittany							
216	Arthur de Brittany	Kn	K	—	Swordsmen	Y	N
212	Geoffrey II of Brittany	Kn	K	—	Swordsmen	Y	N
2188	Chamberlin Drasche	Se	K	—	—	N	Y
2184	Chancellor Hillenbrand	Bu	K	—	—	Y	Y
County of Anjou							
42	Hildebert de Lavardin	Cl	K	—	—	N	N
12	William de Roches	Kn	K	—	Cavalry	N	N
2185	Chamberlin Talbot	Se	K	—	—	N	Y

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THE ANGEVIN EMPIRE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
County of Anjou continued							
2191	Cardinal Byrne	Cl	K	—	—	N	Y
2196	Champion Anselm	Kn	K	—	Swordsmen	N	Y
2180	Chancellor Prendergast	Bu	K	—	—	Y	Y
2187	Chamberlin Gothardus	Se	K	—	—	N	Y
Order/Guild Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
941	Abbot Felix O'Ruadain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1886	Nicolas Lorgne	Kn	C	Hospitalier	Cavalry	N	Y
1888	Odon de Pins	Kn	C	Hospitalier	Cavalry	N	Y
1890	Guillaume de Villaret	Kn	C	Hospitalier	Cavalry	N	Y
1893	Master Augen de Balben	Kn	C	Hospitalier	Cavalry	N	Y
1897	Hughes de Revel	Kn	C	Hospitalier	Cavalry	N	Y
1847	Payen de Montdidier	Kn	C	Templar	Cavalry	N	Y
1848	Archambaud de St. Agnan	Kn	C	Templar	Cavalry	N	Y
1858	Gilbert Erail	Kn	C	Templar	Cavalry	N	Y
1865	Thomas Berard	Kn	C	Templar	Cavalry	N	Y
1868	Master Jacques de Molay	Kn	C	Templar	Cavalry	N	Y
1900	Master Adolf of Holstein	Kn	C	Teutonic	Teutonic Knights	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Goedendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2324	Captain Boyde	Kn	C	Captain	Warriors	Y	Y
2325	Captain Cuilennán	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y



THE ANGEVIN EMPIRE VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2329	Captain Wilhelm	Kn	C	Captain	Swordsmen	Y	Y
2330	Captain Buisson	Kn	C	Captain	Cavalry	Y	Y
2331	Captain Harding	Kn	C	Captain	Bowmen	Y	Y
2332	Captain Faust	Kn	C	Captain	Nobles	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2335	Lieutenant Rossi	Kn	C	Lieutenant	Swordsmen	Y	Y
2336	Lieutenant Maknab	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2338	Marshall Vitalis	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

Maid of Orleans

The Maid of Orleans is a medium map with a fair amount of land resources and multiple houses vying for control. Three houses are in competition: the houses of Lancaster, Capet, and Burgundy. Additionally, the Merchants of Flanders appear, and while they own less land than their competitors, they have a great capacity for moneymaking and can marshal formidable mercenary forces on short notice.

Most interesting to note on this map are the starkly different goals of the competing houses. Lancaster desires territory in Capet, Capet seeks to wrest control of Champagne from Burgundy, and Burgundy cares only that it controls the riches of Flanders. As such, there are a number of different ways to play, and one must be vigilant on both offense and defense.

Armies and Attacking

Starting as either Capet or Lancaster, you have sufficient regions at the outset that you can add some towns and churches. There are plenty of good vassals for players who maximize their Christianity and Honor.

For this scenario you want one large army that contains most of your troops, and a medium-sized force left behind for defense. It is also possible for Lancaster and Capet, who can field larger armies at the outset, to split their main assault force into two smaller forces and attempt to make faster progress in this way.

Whichever house you begin with, make your first targets regions where the estate is a city or a poorly upgraded castle. Keep an eye on your nearest player enemy (Merchant of Flanders will not attack outside its own boundaries). You do almost as much defense as offense on this map.

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Maid of Orleans

Defensive Tactics

Enemy attacks come from many directions, so remain dynamic. Muster your defensive regiments and keep them positioned where they can defend two or three regions. Compose defensive forces with plenty of ranged units and cavalry. The former helps you defend fortified structures, and the latter lets you mop up infantry and destroy enemy siege weapons. Keep an eye on your mercenary pool as well. Cheap but expendable troops can slow enemies until you can get your main

force into place, and a well-timed Fair Maiden is worth her weight in gold.

Diplomacy and Ratings

Chivalry is important in this scenario, so ransom most captured knights. This also gives you an extra source of income, allowing you to allocate fewer parcels for cities and towns and more for fiefs. Build a few churches because they speed troop recovery. Furthermore, you need a good Christianity rating to grab the plentiful good Christian knights available.



Lancaster

There are two keys to this scenario. First, use the maneuverability the sea gives you. You are a threat to almost any coastal region, and your ability to move more quickly by sea than by land gives you a distinct advantage. Gather a large force in England and ship it to the mainland to attack. If resistance is too stiff in one area, pick up and attack somewhere else. Secondly, make sure to hold any gains you make. Without a solid foothold on the mainland, your cause is lost. To this end, upgrade your castles and use more defensive vassals (sheriffs are ideal).

In Rouen, marshal your pre-placed knights into a single force to defend Rouen castle from early attacks by Capet or, if these fail to materialize, to attack Capet lands in the east. Your beginning vassals are diverse, letting you go any number of ways. At the outset, however, you're most likely doing more defending than attacking, so heavy cavalry and archers are your best bets. After you secure a foothold on the mainland, switch your vassals to include more heavy infantry, as you'll be doing a lot more besieging.

Keep your eyes on Burgundy. Don't focus so heavily on subduing House Capet that you blind yourself to Burgundy's progress.

Burgundy

From the outset, you have two strategies: Either fortify your defenses and repel/conquer Capet, or leave only a light defense in place and make a rush on your scenario goals. Because the Merchants of Flanders are benign and will not invade your lands, this scenario comes down to when and with how much force you conquer them.

It's possible to marshal your forces and assault the Merchants. Capet's first priority is to stabilize its situation against Lancaster, so there is a window of opportunity to make serious gains without consequence. It's a calculated risk, but one that might pay off well enough to carry you to victory, as you gain momentum with every region you conquer.

The other tactic is to assault Capet directly and address the Merchants of Flanders only when you have eliminated or neutralized other threats. It's possible to ally yourself with Lancaster against your common enemy Capet. Capet likely cannot withstand your combined might, but don't get too comfortable. Lancaster starts with more land and better knights than you. You must capitalize on Capet's weakness swiftly or Lancaster will turn its gaze your way and seek to disrupt you.

Though it does not further your scenario goals, it's worthwhile to take Hainault from Capet. It's lightly defended, and it bridges the gap between your other regions. This also removes a key Capet staging area, slowing any incursions from that direction.

Capet

House Capet is the most difficult starting position, sandwiched between two houses that can only benefit from its demise. The key to playing Capet is awareness: You have to respond to a lot of threats and keep tabs on all aggressive parties if you want to retain what you have and expand. Getting caught unaware is the surest way to lose this scenario. Line the border with fiefs; they act as a first line of defense and spare your other parcels from razing or pillaging.

First, Capet should focus its attentions on Lancaster. Stabilizing the western territories is essential before completing the larger scenario goals. As quickly as you can, muster your forces and march on Rouen; split your forces into two groups—one to siege Rouen castle and the other to clear up any defenders nearby. If you move quickly enough, reinforcements from England will not arrive in time and you'll have set Lancaster back.

After you take Rouen, place a church there to help your troops regenerate more quickly. The troops Lancaster sends will be numerous and tough. If you made two armies at the beginning, reorganize to make a solid three-sphere army of only your strongest knights.

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Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

THE MAID OF ORLEANS VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Bruges							
301	Payen de Corbeil	Kn	R	—	Crossbowmen	N	N
1948	Valentina Banker	Bu	R	Banker	—	N	Y
Troyes							
309	Guichard de Beaujeu	Kn	R	—	Cavalry	N	N
310	Robert de Courtenay	Cl	R	—	—	N	N
Calais							
209	Rogues Tyrel	Bu	R	—	—	N	N
193	Baldwin de Hainaut	Kn	R	—	Nobles	Y	N
1851	Everard des Barres	Kn	R	Templar	Cavalry	N	Y
1949	Theobald Banker	Bu	R	Banker	—	N	Y
Brabant							
373	Simon de Vermandois	Cl	R	—	—	N	N
704	Johanna of Flanders	Kn	R	—	Crossbowmen	Y	N
Holland							
744	Erambald le fries	Se	R	—	—	N	N
1947	Herman Banker	Bu	R	Banker	—	N	Y
Sussex							
832	Owain Gwynedd	Kn	R	—	Footmen	N	N
Rouen							
391	Tom Foote	Kn	R	—	Cavalry	N	N
282	Henry de Wingham	Cl	R	—	—	N	N
1939	Ludolf Mason	Bu	R	Stonemason	—	N	Y
149	Savary de Mauleon	Kn	R	—	Chevalier	N	N
Dorset							
428	Richard Percy	Kn	R	—	Bowmen	N	N
431	Gilbert of Gaunt	Bu	R	—	—	N	N
Hampshire							
858	William Moore	Se	R	—	—	N	N



THE MAID OF ORLEANS VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
	Kent						
788	Leofwin of Kent	Kn	R	—	Footmen	Y	N
859	John Penyngton	Se	R	—	—	N	N
	Middlesex						
284	Hugh Despenser	Kn	R	—	Welsh Longbowmen	Y	N
426	Saher Quincy	Bu	R	—	—	N	N
1938	Thomas Mason	Bu	R	Stonemason	—	N	Y
	Picardy						
233	Tescelin of Fontaines	Kn	R	—	Footmen	Y	N
294	Abbot Arnaud de Roquefeuil	Ci	R	Franciscans	—	N	Y
93	Abbot Gauzlin	Ci	R	Benedictines	—	N	Y
	Reims						
329	Thibault de Bar	Kn	R	—	Cavalry	Y	N
166	Symonne la Converte	Bu	R	—	—	N	N
175	Abbess Heloise	Ci	R	Benedictines	—	N	Y
	Ile de France						
59	Jean de Beaumont	Kn	R	—	Chevalier	N	N
249	Simon de Brion	Ci	R	—	—	N	N
	Maine						
119	Hugues Raymond d'Alfaro	Kn	R	—	Cavalry	N	N
311	Adhemar de Poitiers	Ci	R	—	—	N	N
	Hainault						
213	Ralph of Fougères	Kn	R	—	Footmen	N	N
689	Basyle de Blois	Se	R	—	—	N	N
1866	William de Beaujeu	Kn	R	Templar	Cavalry	N	Y
929	Abbot Donat O'Hainly	Ci	R	Benedictines	—	N	Y
	Caen						
87	Guillaume d'Auvergne	Kn	R	—	Chevalier	N	N
690	Olivier d'Orléans	Se	R	—	—	N	N
1850	Robert de Craon	Kn	R	Templar	Cavalry	N	Y
	Orleanis						
165	Gaucher de Chatillion	Kn	R	—	Nobles	Y	N
304	Milon de Bar-Seine	Bu	R	—	—	N	N
1936	Vincent Mason	Bu	R	Stonemason	—	N	Y
	Kingdom of England						
870	Simon de Quixley	Bu	K	—	—	N	N
860	John Ryder	Se	K	—	—	N	N
1842	Edric the Wild	Kn	K	—	Welsh Longbowmen	N	Y

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THE MAID OF ORLEANS VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Duchy of Normandy							
12	William de Roches	Kn	K	—	Cavalry	N	N
816	John Marshall	Kn	K	—	Nobles	Y	N
County of Flanders							
697	Jacques van Artevelde	Bu	K	—	—	N	N
700	Charles le Bon	Kn	K	—	Godendag	N	N
County of Champagne							
692	Galeren de Guyenne	Se	K	—	—	N	N
42	Hildebert de Lavardin	Cl	K	—	—	N	N
302	Eudes de Burgundy	Kn	K	—	Footmen	Y	N
Kingdom of France							
30	Eustache de Saint-Pierre	Bu	K	—	—	N	N
307	Pierre Bermonde d'Anduze	Kn	K	—	Nobles	N	N
691	Thomas de Toulouse	Se	K	—	—	N	N
383	Joan of Arc	Kn	K	—	Nobles	Y	N
247	Guy Foulques	Cl	K	—	—	N	N
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
1950	Guildmaster Borgianni	Bu	C	Banker	—	N	Y
1951	Hubert Banker	Bu	C	—Banker	—	N	Y
1952	Colin Banker	Bu	C	Banker	—	N	Y
1935	Gerard Mason	Bu	C	Stonemason	—	N	Y
1937	Guildmaster Hugh Mason	Bu	C	Stonemason	—	N	Y
1940	John Mason	Bu	C	Stonemason	—	N	Y
1853	Master Andre de Montbard	Kn	C	Templar	Cavalry	N	Y
1855	Philip de Milly	Kn	C	Templar	Cavalry	N	Y
1861	Pedro de Montaigu	Kn	C	Templar	Cavalry	N	Y
1865	Thomas Berard	Kn	C	Templar	Cavalry	N	Y
1867	Tibald de Gaudin	Kn	C	Templar	Cavalry	N	Y
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y



THE MAID OF ORLEANS VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals continued							
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2324	Captain Boyde	Kn	C	Captain	Warriors	Y	Y
2325	Captain Cuilennán	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2329	Captain Wilhelm	Kn	C	Captain	Swordsmen	Y	Y
2330	Captain Buisson	Kn	C	Captain	Cavalry	Y	Y
2331	Captain Harding	Kn	C	Captain	Bowmen	Y	Y
2332	Captain Faust	Kn	C	Captain	Nobles	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2335	Lieutenant Rossi	Kn	C	Lieutenant	Swordsmen	Y	Y
2336	Lieutenant Maknab	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2338	Marshall Vitalis	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

Vive le Roi

Vive le Roi is a vast scenario with a full 16 houses vying for control of France. There are eight major players: House Plantagenet, House Poitiers, House of Champagne, House of Burgundy, House Blois, House of Flanders, House St. Giles, and House de Monfort. In addition, there are eight minor houses: Normandy, Brittany, Sancerre, Lusignans, Auvergne, Rodez, Foix, and the House of the Widow.

In this scenario, each house has separate victory conditions involving expanding their realms enough to claim the throne. Some houses vie for control of Ile de France, while others pursue ancient feuds.

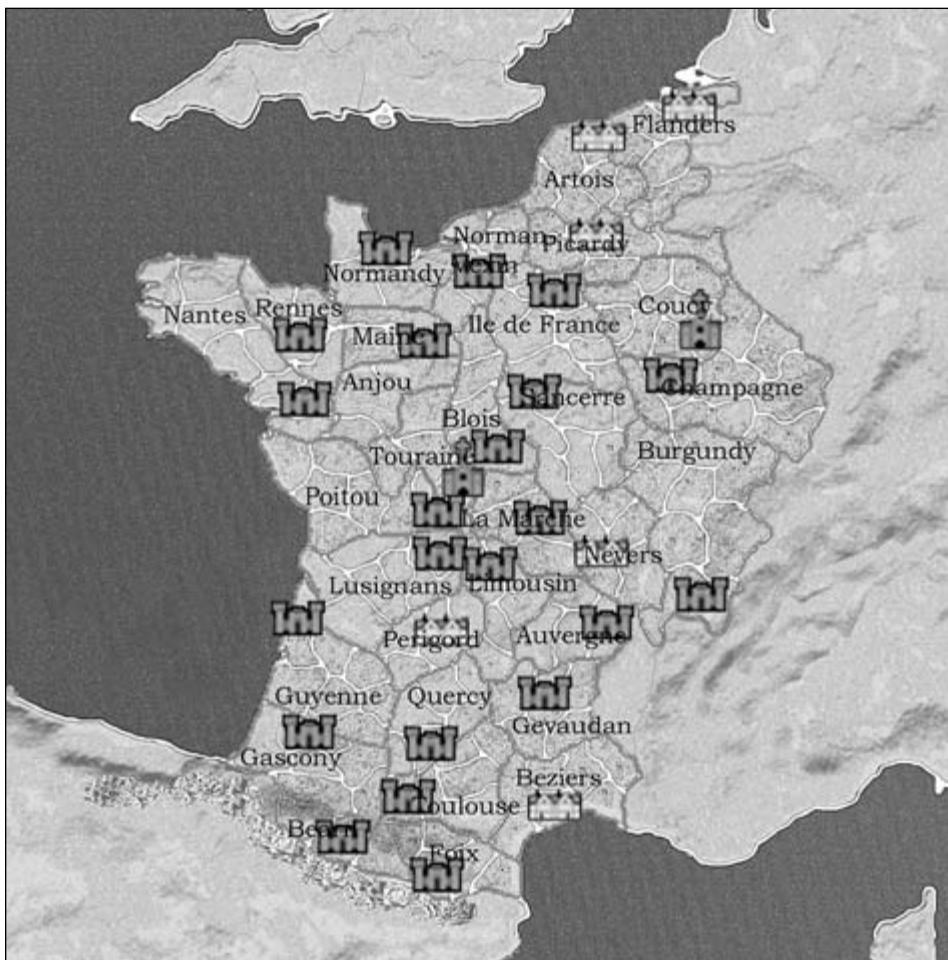
Overview

This scenario is large, so set yourself up for a powerful vassal strategy down the road. At the same time, the starting lands given to each house are limited, and many of the houses start with strong vassals. Strike a balance between expansion and getting started on a vassal track. Find a soft target nearby that you can take with minimal forces. Alternately, you could go the mercenary route. If so, wait to fill an entire army.

Early Game

Small starting lands with large amounts of AI-controlled territory to take mean that expansion

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Vive le Roi

is key. Each parcel needs to contribute to your strategy by providing additional mercenaries, housing knights, or producing food. Extraneous churches, farms, or towns limit your ability to keep up pressure toward your win conditions, so choose a vassal strategy and stick with it.

With the large number of AI houses, push for either a manor house strategy or a nearly all-mercenary strategy. The AI houses harry your farms and attack with small armies. A small army protects a manor house, which in turn allows you

to acquire the manor house-based vassals while still attacking with a decent army. In addition, both manor house and mercenary strategies are less vulnerable to farm attacks. The downside of the mercenary strategy is that many of the houses have Chivalry requirements, which are tough to achieve if you hire a lot of mercenaries. In multi-player games, others may try the manor house strategy, in which case it may be worth going for something else. This isn't a problem in single-player mode.



Mid/Late Game

As the game progresses, keep working toward your victory conditions. There is little reason to attack regions that don't get you closer to winning. Exceptions to this are the houses that have to take Ile de France, which is guarded by strong knights, and may require an attack from several armies at once.

If the vassals in your chosen strategy are not coming to your pool, another house may be following the same strategy and "stealing" your vassals. If you are using a manor house or cathedral and get neither a Guardsman nor a Legate/Steward in the first 10 minutes, switch to a captain-based strategy, a low-ratings game, or a mercenary strategy. If you've chosen a mercenary strategy to begin with, acquire low-ratings vassals because your Chivalry will be low anyway.

Plantagenet

House Plantagenet has several strong vassals to start with in John Lackland, Henry II Plantagenet, and William Marshall. These vassals help you defend a cathedral or manor house while taking your first region. An army composed of William Marshall, John Lackland, and Juhel de Mayenne is sufficient for early defense, because the cavalry is strong in open-field battles.

Form your attacking army around Henry II Plantagenet, Hubert of Burgh, and Maelgwyn ab Owain. Hopefully, you acquire Royal Steward Seamus after five minutes, and can bolster your forces with peasants, but if you get only Royal Guardsman Cuthbert, leave him to defend with William Marshall while the rest of the forces attack.

Norman-Vexin is good for your first target. It is a small wooden castle that is easy to take and fulfills one of your win conditions. From there strike at either Normandy or Blois. You need powerful vassals to take Ile de France and a Saintly vassal to maintain Christianity while fighting. Because you have no ratings require-

ments for victory, low ratings or mercenary (or both) strategies are also viable.

Blois

House Blois is the most difficult house to play. It's between several major houses. Its regions are spread out, with few parcels, and it has no strong house or kingdom vassals. In addition, it requires you to take Ile de France, a hard target. On the plus side, it does have the fewest regions to take (besides Flanders). Because your house doesn't have any ratings requirements (survival is hard enough), a low-ratings or mercenary strategy is an option.

Make Touraine your first target. Strike quickly before it is reinforced. From there, strike at Sancerre. Even after this, you still face the difficult Ile de France, so further expansion may be necessary. One tactic is to put together a single strong army and raze the fiefs of the House of the Widow's strong knights, then leave single knights on those parcels to prevent her from replacing the vassals.

Flanders

Flanders is the merchant house, concerned primarily with money, but if they want to rule France, they have to control some key regions. The quality of the burghers that Flanders starts with, combined with the dearth of knight vassals, leads naturally to a mercenary strategy, but it is difficult to maintain Chivalry (as Flanders must) and buy lots of mercenaries. Playing Flanders requires balancing victories in battle against purchasing new forces. Any Traveling Troupes or Chivalrous vassals you can acquire will help. Because you have to take Ile de France, you need considerable strength, so take all of Normandy (not just Norman-Vexin) to increase your power base. This and a careful mercenary strategy nets you a large number of forces.

Flanders needs to watch out for Champagne. This house may try to steal Picardy and take Ile de France from you. Keep something on hand to discourage these moves.



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Champagne

Champagne is stuck between two major houses, both of which it must attack. Few of Champagne's vassals stand out, but you can remedy that by choosing a strong vassal path. On the other hand, this is the one house that is best off delaying its first attack. If using a manor house or cathedral, see to their defense. It takes time to build a decent-sized attacking army. A delay also may give your neighbors time to move their forces away from you, allowing Champagne to strike hard at relatively undefended territory.

Burgundy

Burgundy has straightforward victory conditions, making it one of the easiest houses to play. Building a manor house in Burgundy frees a large amount of land for vassals early on. In addition, two strong vassals, Guichard le Grand and Hugh de Burgundy, supply a large cavalry force, perfect for defending a manor house or cathedral. The remaining vassals include Eudes de Burgundy and Tesceline de Fontaines, both of whom have siege equipment that makes it easier to take castles early.

Burgundy should concentrate on House Auvergne early on, because they have half of the victory condition regions and are relatively easy to attack. Taking the region of Auvergne right away puts you in a good position to continue around through Limousin. Keep an eye on Champagne, who needs to take Burgundy, because it would be devastating to lose that region.

Poitiers

With many of the other houses vying for control of Ile de France, Poitiers can take advantage by attacking them from behind. Though its starting set-up is a bit strange, with disconnected regions, the alliance with Lusignans is probably not worth breaking. Touraine is an easy target early on, being a cathedral, but be careful of losing Christianity by

fighting at the cathedral, because you have to maintain high ratings. You have powerful vassals early, but they're mainly polearmsmen or nobles. Your starting vassals, especially Eleanor von Rechberg, have strong units for sieges, including Eleanor's trebuchet.

Because your ratings must be high to win, commit to the high-ratings game to acquire a Saintly vassal. This way, you can attack whomever you want and avoid any potential aggravation from Corrupt Cardinals. Making peace with House Foix and taking Gascony gives you a good locale for a cathedral, allowing you to quickly get the Martyr vassal.

De Montfort

House de Montfort has vowed to exterminate the Cathar heretical sect in Toulouse. If it can do so without resorting to less-than-noble tactics, the throne of France may be within its grasp. The elimination of House St. Giles is your primary goal, but that goal may be aided by first grabbing some land from House Foix, which has allied itself with the heretics.

Building a manor house is risky from this position, but it could pay off well if others are not using manor houses, giving you access to the manor house vassals. A cathedral is risky, because you don't need to worry about Christianity when fighting heretics; however, it may pay off if no one else has one. You cannot use mercenaries to any great extent, as you must be careful to maintain your Chivalry. All of this means that attracting military vassals (Captains and more) is the best way to go.

St. Giles

House St. Giles starts with only one region, but several strong vassals. The vassals Raymond VI de Toulouse, Raymond VII de Toulouse, Arnulf Meffridus, Raymond Trencavel, and Vivien de Lomagne are all strong, as is the burgher Quent



Guérat, who gives two catapults to each knight in his region. This makes taking a territory early fairly easy, which can help stave off de Montfort long enough to turn the tide. Quercy is the obvious target, because it is part of your victory conditions to begin with and can be taken by one or two strong vassals.

Until you have accomplished serious expansion, you are reliant on your supply of kingdom knights. After you have a few regions, a Captain-based vassal strategy best complements your forces. It's difficult to use mercenaries and still keep your Chivalry up, which is necessary for your victory conditions.

Key

Kn	Knight	C	Common
Bu	Burgher	R	Regional
Cl	Clergy	K	Kingdom
Se	Serf		

VIVE LE ROI VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Nantes							
214	Hugh of Chester	Kn	R	—	Swordsmen	N	N
407	Simon Theobald	Cl	R	—	—	N	N
553	Maître de Templars	Kn	R	Templar	Cavalry	N	Y
Rennes							
213	Ralph of Fougeres	Kn	R	—	Footmen	N	N
345	William de Bohun	Bu	R	—	—	N	N
124	Bernard de Comminges	Kn	R	Templar	Cavalry	N	Y
Touraine							
25	Hubert of Burgh	Kn	R	—	Bowmen	N	N
1862	Armond de Perigord	Kn	R	Templar	Cavalry	N	Y
Anjou							
33	William Marshall	Kn	R	—	Chevalier	N	N
166	Symonne la Converte	Bu	R	—	—	N	N
1860	William de Chartres	Kn	R	Templar	Cavalry	N	Y
93	Abbot Gauzlin	Cl	R	Benedictines	—	N	Y
Maine							
57	William of Reims	Cl	R	—	—	N	N
1851	Everard des Barres	Kn	R	Templar	Cavalry	N	Y
Norman-Vexin							
334	Henry Bergersh	Cl	R	—	—	N	N
408	Thomas Dagforth	Kn	R	—	Swordsmen	N	N
1850	Robert de Craon	Kn	R	Templar	Cavalry	N	Y
883	Abbot Walter Malclerk	Cl	R	Dominicans	—	N	Y

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VIVE LE ROI VASSALS

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Normandy							
346	Robert of Artois	Kn	R	—	Welsh Longbowmen	N	N
859	John Penyngton	Se	R	—	—	N	N
292	Henri de Rodez	Kn	R	Templar	Cavalry	N	Y
952	Abbot Donogh ó Briain	Cl	R	Franciscans	—	N	Y
Flanders							
208	Gautier Tyrel	Bu	R	—	—	N	N
373	Simon de Vermandois	Cl	R	—	—	N	N
1489	Lothar von Brunswick	Kn	R	Teutonic	Teutonic Knights	N	Y
Artois							
193	Baldwin de Hainaut	Kn	R	—	Nobles	Y	N
929	Abbot Donat O'Hainly	Cl	R	Benedictines	—	N	Y
Picardy							
209	Rogues Tyrel	Bu	R	—	—	N	N
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y
1488	Günther von Schwarzenburg	Kn	R	Teutonic	Teutonic Knights	N	Y
Ile de France							
49	Robert de Dreux	Kn	R	—	Chevalier	N	N
74	Mathieu le Grande	Kn	R	—	Cavalry	N	N
234	William of Champeaux	Cl	R	—	—	N	N
313	Pierre de Courtenay	Kn	R	—	Swordsmen	Y	N
390	Jacob van Artevelde	Bu	R	—	—	N	N
410	William de Melleun	Cl	R	—	—	Y	N
1103	Davy Loncastell	Bu	R	—	—	N	N
1117	Forveleth Kynlouch	Se	R	—	—	N	N
1118	Amery the Sowlis	Se	R	—	—	N	N
1909	Abbot Thomas Aquinas	Cl	R	Dominicans	—	N	Y
Sancerre							
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
411	Bertran du Guesclin	Kn	R	—	Polearmsmen	N	N
1193	Wolfger von Leibrecht	Bu	R	—	—	N	N
141	Abbot Christopher	Cl	R	Franciscans	—	N	Y
Blois							
301	Payen de Corbeil	Kn	R	—	Crossbowmen	N	N
305	Lambert de Thury	Cl	R	—	—	N	N
1931	Laurence Wright	Bu	R	Wainright	—	N	Y
1866	William de Beaujeu	Kn	R	Templar	Cavalry	N	Y
1908	Abbot Albertus Magnus	Cl	R	Dominicans	—	N	Y

**VIVE LE ROI VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
La Marche							
55	Theobald de Blois	Kn	R	—	Nobles	Y	N
56	Louis of Blois	Kn	R	—	Cavalry	N	N
689	Basyle de Blois	Se	R	—	—	N	N
Coucy							
165	Gaucher de Chatillion	Kn	R	—	Nobles	Y	N
1486	Hendrick van Alckemade	Kn	R	Teutonic	Teutonic Knights	N	Y
Champagne							
163	Henry le Jeune	Kn	R	—	Light Cavalry	N	N
211	William of Mâcon	Cl	R	—	—	N	N
690	Olivier d'Orleans	Se	R	—	—	N	N
1484	Poppo von Osterna	Kn	R	Teutonic	Teutonic Knights	N	Y
Burgundy							
233	Tescelin of Fontaines	Kn	R	—	Footmen	Y	N
581	Leopold Babenberg	Bu	R	—	—	N	N
585	Walram Wiesbaden	Kn	R	Teutonic	Teutonic Knights	N	Y
707	Abbot Evermore	Cl	R	Cistercians	—	N	Y
Nevers							
103	Pierre de Wiessant	Bu	R	—	—	N	N
235	Guichard le Grand	Kn	R	—	Chevalier	N	N
1492	Antonius van Printhagen	Kn	R	Teutonic	Teutonic Knights	N	Y
175	Abbess Heloise	Cl	R	Benedictines	—	N	Y
1094	Abbess Margaret Home	Cl	R	Cistercians	—	N	Y
Poitou							
122	Centule d'Astarac	Kn	R	—	Polearmsmen	N	N
161	Gérard de Mallemort	Cl	R	—	—	N	N
Lusignans							
181	Hugh de Lusignan	Kn	R	—	Chevalier	N	N
329	Thibault de Bar	Kn	R	—	Cavalry	Y	N
409	Maurice de Berkeley	Kn	R	—	Cavalry	Y	N
743	Agatha la frank	Se	R	—	—	N	N
858	William Moore	Se	R	—	—	N	N
Guyenne							
124	Bernard de Comminges	Kn	R	Templar	Cavalry	N	Y
380	Jeanne de Penthievre	Se	R	—	—	N	N
1884	Guillaume de Chateuneuf	Kn	R	Hospitalier	Cavalry	N	Y



Chapter 10: The Conquest Scenarios

VIVE LE ROI VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Perigord							
243	Dauphin d'Auvergne	Kn	R	—	Swordsmen	N	N
590	Matilda Spoleto	Se	R	—	—	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
Limousin							
87	Guillaume d'Auvergne	Kn	R	—	Chevalier	N	N
400	Pierre de Castelnau	Cl	R	—	—	N	N
443	Gregory Haugh	Kn	R	Teutonic	Teutonic Knights	N	Y
Auvergne							
123	Seguin de Balenx	Kn	R	—	Bowmen	N	N
1211	Francesco da Parma	Cl	R	—	—	N	N
1490	Karl Bessart	Kn	R	Teutonic	Teutonic Knights	N	Y
401	Abbot Arnaud-Amaury	Cl	R	Cistercians	—	N	Y
Gascony							
59	Jean de Beaumont	Kn	R	—	Chevalier	N	N
110	Jean de Fiennes	Bu	R	—	—	N	N
1885	Helion De Villeneuve	Kn	R	Hospitalier	Cavalry	N	Y
Bearn							
50	Pierre de Dreux	Kn	R	—	Cavalry	N	N
744	Erambald le fries	Se	R	—	—	N	N
1878	Geoffroy de Duisson	Kn	R	Hospitalier	Cavalry	N	Y
Quercy							
97	Guillaume de Donjeon	Cl	R	—	—	N	N
385	Robert Le Coq	Cl	R	—	—	N	N
1876	Ermengard d'Asp	Kn	R	Hospitalier	Cavalry	N	Y
2045	Abbot Fulk de Cashel	Cl	R	Benedictines	—	N	Y
Toulouse							
107	Hugues d'Alfaro	Kn	R	—	Footmen	N	N
127	Raymond Tencavel	Kn	R	—	Cavalry	N	N
150	Quent Guérat	Bu	R	—	—	Y	N
254	Vivien de Lomagne	Kn	R	—	Nobles	N	N
294	Abbot Arnaud de Roquefeuil	Cl	R	Franciscans	—	N	Y
298	Bertrand de Cardaillac	Cl	R	—	—	N	N
306	Jean de Brienne	Bu	R	—	—	N	N
1430	Arnulf Meffridus	Kn	R	—	Nobles	N	N
1887	Dieudonne De Gozon	Kn	R	Hospitalier	Cavalry	N	Y

**VIVE LE ROI VASSALS CONTINUED**

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Foix							
61	Jacques de Wiessant	Bu	R	—	—	N	N
521	Roger de Foix	Kn	R	—	Cavalry	N	N
1889	Pierre De Corneillan	Kn	R	Hospitalier	Cavalry	N	Y
Beziers							
304	Milon de Bar-Seine	Bu	R	—	—	N	N
327	Philippe Goloin	Kn	R	—	Light Cavalry	N	N
1874	Foulques de Villaret	Kn	R	Hospitalier	Cavalry	N	Y
Gevaudan							
309	Guichard de Beaujeu	Kn	R	—	Cavalry	N	N
310	Robert de Courtenay	Cl	R	—	—	N	N
1891	Gerard Tum	Kn	R	Hospitalier	Cavalry	N	Y
County of Toulouse							
101	Raymond VI de Toulouse	Kn	K	—	Nobles	Y	N
102	Raymond VII de Toulouse	Kn	K	—	Nobles	N	N
160	Bertrand de Goth	Cl	K	—	—	N	N
257	Aymeric de Narbonne-Lara	Bu	K	—	—	N	N
2189	Cardinal Donatello	Cl	K	—	—	N	Y
2200	Champion Rocca	Kn	K	—	Swordsmen	N	Y
Duchy of Aquitaine							
151	Eleanor of Aquitaine	Kn	K	—	Nobles	Y	N
2202	Champion Aidan	Kn	K	—	Swordsmen	N	Y
Duchy of Burgundy							
129	Andrieu d'Andres	Bu	K	—	—	N	N
232	Hugh de Burgundy	Kn	K	—	Light Cavalry	N	N
302	Eudes de Burgundy	Kn	K	—	Footmen	Y	N
2192	Cardinal Hohenwart	Cl	K	—	—	N	Y
2188	Chamberlin Drasche	Se	K	—	—	N	Y
2184	Chancellor Hillenbrand	Bu	K	—	—	Y	Y
2203	Champion Lustig	Kn	K	—	Swordsmen	N	Y
County of Champagne							
164	Theobold le Chanteur	Kn	K	—	Cavalry	N	N
172	William des Mains Blanche	Cl	K	—	—	N	N
2190	Cardinal Rousseau	Cl	K	—	—	N	Y
2201	Champion Kahn	Kn	K	—	Swordsmen	N	Y

Chapter 10: The Conquest Scenarios

VIVE LE ROI VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Domaine Royal							
30	Eustache de Saint-Pierre	Bu	K	—	—	N	N
247	Guy Foulques	Cl	K	—	—	N	N
691	Thomas de Toulouse	Se	K	—	—	N	N
2186	Chamberlin Mallery	Se	K	—	—	N	Y
2182	Chancellor Roemer	Bu	K	—	—	Y	Y
2197	Champion Laroche	Kn	K	—	Swordsmen	N	Y
County of Flanders							
697	Jacques van Artevelde	Bu	K	—	—	N	N
2187	Chamberlin Gothardus	Se	K	—	—	N	Y
2183	Chancellor Gottschalk	Bu	K	—	—	Y	Y
2199	Champion Weyn	Kn	K	—	Swordsmen	N	Y
Duchy of Normandy							
53	Jean d'Aire	Bu	K	—	—	N	N
389	Jean de Normandie	Kn	K	—	Swordsmen	N	N
2191	Cardinal Byrne	Cl	K	—	—	N	Y
2185	Chamberlin Talbot	Se	K	—	—	N	Y
2180	Chancellor Prendergast	Bu	K	—	—	Y	Y
2196	Champion Anselm	Kn	K	—	Swordsmen	N	Y
County of Anjou							
11	Henry II Plantagenet	Kn	K	—	Cavalry	Y	N
13	John Lackland	Kn	K	—	Cavalry	N	N
Duchy of Brittany							
216	Arthur de Brittany	Kn	K	—	Swordsmen	Y	N
860	John Ryder	Se	K	—	—	N	N
2198	Champion Boyle	Kn	K	—	Swordsmen	N	Y
Order Vassals							
46	Abbot Ordericus Vitalis	Cl	C	Benedictines	—	N	Y
95	Grand Abbot Suger	Cl	C	Benedictines	—	N	Y
242	Abbot Peter the Venerable	Cl	C	Benedictines	—	N	Y
402	Saint Bernard de Clairvaux	Cl	C	Cistercians	—	N	Y
941	Abbot Felix O'Ruadain	Cl	C	Cistercians	—	N	Y
949	Abbot Ailbe O'Molloy	Cl	C	Cistercians	—	N	Y
1910	Abbess Catherine di Siena	Cl	C	Dominicans	—	N	Y
1912	Saint Dominic	Cl	C	Dominicans	—	N	Y
1913	Abbot Jordan of Saxony	Cl	C	Dominicans	—	N	Y
1810	Abbot Roger Bacon	Cl	C	Franciscans	—	N	Y
1915	Saint Francis di Assisi	Cl	C	Franciscans	—	N	Y
1916	Abbot Peter da Cattaneo	Cl	C	Franciscans	—	N	Y
1920	Egbert Carpenter	Bu	C	Carpenter	—	Y	Y



VIVE LE ROI VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Order Vassals continued							
1935	Gerard Mason	Bu	C	Stonemason	—	N	Y
1877	Garnier de Naplous	Kn	C	Hospitalier	Cavalry	N	Y
1879	Jacques de Milli	Kn	C	Hospitalier	Cavalry	N	Y
1886	Nicolas Lorgne	Kn	C	Hospitalier	Cavalry	N	Y
1888	Odon de Pins	Kn	C	Hospitalier	Cavalry	N	Y
1890	Guillaume de Villaret	Kn	C	Hospitalier	Cavalry	N	Y
1892	Grand Master Morel	Kn	C	Hospitalier	Cavalry	N	Y
1893	Master Augen de Balben	Kn	C	Hospitalier	Cavalry	N	Y
1894	Master Arnold de Comps	Kn	C	Hospitalier	Cavalry	N	Y
1896	Geofroy le Rat	Kn	C	Hospitalier	Cavalry	N	Y
1897	Hughes de Revel	Kn	C	Hospitalier	Cavalry	N	Y
1898	Richard Caracciolo	Kn	C	Hospitalier	Cavalry	N	Y
1845	Grand Master Dubois	Kn	C	Templar	Cavalry	N	Y
1847	Payen de Montdidier	Kn	C	Templar	Cavalry	N	Y
1848	Archambaud de St. Agnan	Kn	C	Templar	Cavalry	N	Y
1858	Gilbert Erail	Kn	C	Templar	Cavalry	N	Y
1859	Philip de Plessiez	Kn	C	Templar	Cavalry	N	Y
1863	Richard de Bures	Kn	C	Templar	Cavalry	N	Y
1864	Reynald de Vichiers	Kn	C	Templar	Cavalry	N	Y
1865	Thomas Berard	Kn	C	Templar	Cavalry	N	Y
1867	Tibald de Gaudin	Kn	C	Templar	Cavalry	N	Y
1868	Master Jacques de Molay	Kn	C	Templar	Cavalry	N	Y
1869	Master Brian de Jay	Kn	C	Templar	Cavalry	N	Y
1454	Herman van Rijkel	Kn	C	Teutonic	Teutonic Knights	N	Y
1458	Hanno von Sangershausen	Kn	C	Teutonic	Teutonic Knights	N	Y
1477	Gerard van Loon	Kn	C	Teutonic	Teutonic Knights	N	Y
1482	Diederik Guldenhoofd	Kn	C	Teutonic	Teutonic Knights	N	Y
1483	Burkhard von Schwanden	Kn	C	Teutonic	Teutonic Knights	N	Y
1899	Grandmaster Hermann Von Salza	Kn	C	Teutonic	Teutonic Knights	N	Y
1900	Master Adolf of Holstein	Kn	C	Teutonic	Teutonic Knights	N	Y
1902	Master Heinrich Walpot von Bassenheim	Kn	C	Teutonic	Teutonic Knights	N	Y
1904	Walter van Papenhoven	Kn	C	Teutonic	Teutonic Knights	N	Y
1905	Werner Von Orselen	Kn	C	Teutonic	Teutonic Knights	N	Y
1906	Winrich von Kniprode	Kn	C	Teutonic	Teutonic Knights	N	Y

Chapter 10: The Conquest Scenarios

VIVE LE ROI VASSALS CONTINUED

ID/ REGION	NAME	TYPE	POWER	ORDER/GUILD	TROOP TYPE	SIEGE WEAPON	SPECIAL REQUIREMENTS
Military Vassals							
2168	Captain Teeling	Kn	C	Captain	Welsh Longbowmen	Y	Y
2169	Captain van Campen	Kn	C	Captain	Godendag	Y	Y
2170	Captain de Villiers	Kn	C	Captain	Chevalier	Y	Y
2171	Captain Breathnach	Kn	C	Captain	Gallowglass	Y	Y
2172	Captain Borgo	Kn	C	Captain	Genoese Crossbowmen	Y	Y
2173	Captain Gerung	Kn	C	Captain	Teutonic Knights	Y	Y
2174	Captain Makartane	Kn	C	Captain	Highlanders	Y	Y
2175	Captain Schwarzenberger	Kn	C	Captain	Swiss Pikemen	Y	Y
2323	Captain Black	Kn	C	Captain	Footmen	Y	Y
2324	Captain Boyde	Kn	C	Captain	Warriors	Y	Y
2325	Captain Cuilennán	Kn	C	Captain	Light Cavalry	Y	Y
2326	Captain Santiago	Kn	C	Captain	Crossbowmen	Y	Y
2327	Captain Fock	Kn	C	Captain	Peasants	Y	Y
2328	Captain Scherer	Kn	C	Captain	Polearmsmen	Y	Y
2329	Captain Wilhelm	Kn	C	Captain	Swordsmen	Y	Y
2330	Captain Buisson	Kn	C	Captain	Cavalry	Y	Y
2331	Captain Harding	Kn	C	Captain	Bowmen	Y	Y
2332	Captain Faust	Kn	C	Captain	Nobles	Y	Y
2176	Lieutenant Davidson	Kn	C	Lieutenant	Swordsmen	Y	Y
2177	Lieutenant Pierpont	Kn	C	Lieutenant	Swordsmen	Y	Y
2178	Lieutenant Goldwin	Kn	C	Lieutenant	Swordsmen	Y	Y
2179	Lieutenant Koubek	Kn	C	Lieutenant	Swordsmen	Y	Y
2333	Lieutenant Godscalck	Kn	C	Lieutenant	Swordsmen	Y	Y
2334	Lieutenant Taidg	Kn	C	Lieutenant	Swordsmen	Y	Y
2335	Lieutenant Rossi	Kn	C	Lieutenant	Swordsmen	Y	Y
2336	Lieutenant Maknab	Kn	C	Lieutenant	Swordsmen	Y	Y
2193	Marshall John Butler	Kn	C	Marshall	Nobles	Y	Y
2194	Marshall Granier	Kn	C	Marshall	Nobles	Y	Y
2337	Marshall Zeit	Kn	C	Marshall	Nobles	Y	Y
2338	Marshall Vitalis	Kn	C	Marshall	Nobles	Y	Y
2195	Constable David Wyse	Kn	C	Constable	Chevalier	N	Y
2339	Constable Lorens Bachellier	Kn	C	Constable	Chevalier	N	Y
2340	Constable Hans Schroder	Kn	C	Constable	Chevalier	N	Y

Chapter 11: Historical Battles

Abernethy, 1072

With King William of Normandy tied up putting down rebellions to the south, King Malcolm of Scotland saw a chance to expand his holdings by invading England via Northumbria. The campaign lasted for two years, until William, launching a counterstrike by land and sea, drove Malcolm's forces back to Scotland. At Abernethy in 1072, William forced Malcolm to submit to his rule.

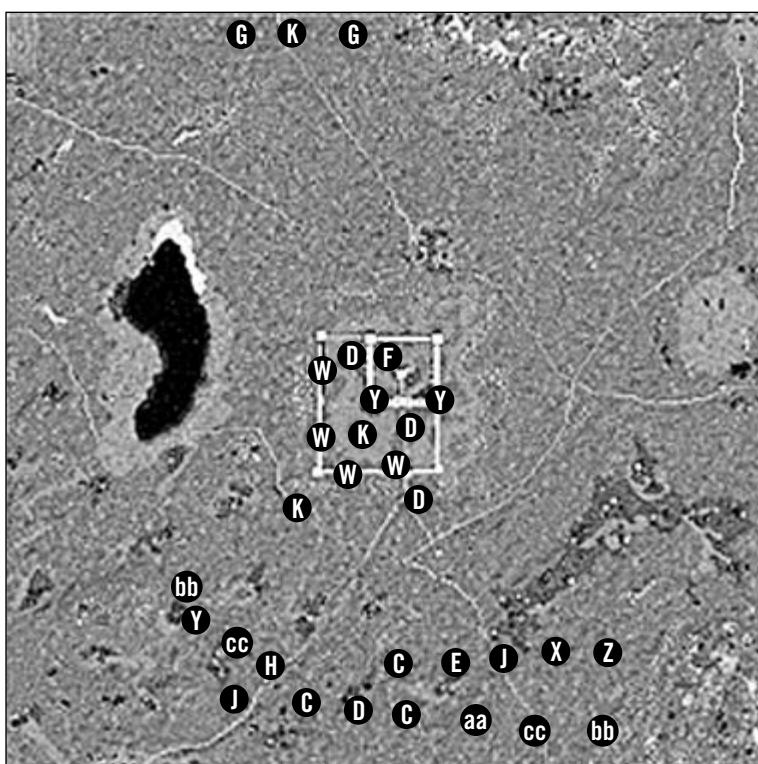
Abernethy, 1072 Strategies

Abernethy is a classic castle siege, with strong forces on both sides. If either side makes a mistake or does not press an advantage when it appears, it can lose the battle. A great deal depends on the defender at the battle's start, who can choose to accept the siege and fight a long defensive battle,

or go on the offensive to knock out the enemy's siege equipment early. It is up to the attacker to adjust to the defender's opening moves.

The Map

The Abernethy map allows for an assault on the castle from any direction, should the attacking player maneuver around to the sides or rear of the castle. However, doing so allows the defender more time to set up his defenses or to make an attack of his own. The attacker needs to keep in mind that the defender has forces in front of the castle that can strike quickly, and reinforcements behind the castle that can flank an attack. The castle has a low stone outer curtain wall that does not take long to breach. The inner, double thick walls around the keep, as well as the taller round stone towers, take more punishment.



William the Conqueror

Your forces are smaller in number than the defender's, but well-suited for taking the castle. In addition to your troops, you have multiple siege weapons, most of which have ranged attacks. The deadly trebuchets can win the battle for you if you protect them and use them right.

Keep some things in mind during the battle:

Your bowmen have greater range than the garrison bowmen on the castle walls, but the enemy ballista outrange your archers.

Siege weapons are not just for knocking holes in walls and towers. Ranged siege weapons are deadly against targets in the open field, especially the ballista. Stop firing after your melee troops engage the target or you may slaughter your own troops!

Early in the Battle

Defend your siege engines! Your opponent may not press the attack from the beginning, but if he does, his soldiers outside the gatehouse can get to your lines, especially his highlanders. If you lose too many of your siege engines, your opponent can hole up in the castle and force you to attack with scaling ladders, which are costly and may not succeed. So first, get your infantry between your siege engines and the enemy.

After beating back any initial attack, your enemy will go on the defensive. Now you need to get into the castle to fight him. Get your trebuchets into position and take out the ballistae on the towers. Don't move your other companies or siege weapons into range of these ballistae until you destroy them. Watch for the enemy's light cavalry. They start on the map's opposite side but can sneak up to assault your siege weapons.

After you deal with the ballistae, move up your other ranged siege weapons along with your archers and clear out the walls. Move up siege towers and load them with troops.

As the Battle Progresses

Laying siege to a castle takes time, and things need to be done step by step. Pull back and rearrange the positions of your forces as different soldier types and siege weapons become important during different battle stages.

Your cavalry is your best defense against a surprise attack in the open field. Don't squander them by using them to force your way into the castle. Use them to roam outside, challenging any enemies that get too close to your siege weapons. Keep them out of range of enemy archers and siege weapons. Later in the battle you may need them to take on the enemy's nobles if they leave the safety of the towers and venture into the courtyard or the open field.

If your siege weapons survive the enemy's counterstrikes, move them in close and use them to soften up companies hiding behind or on top of walls and towers. If you cause enough casualties, he has to come out and fight, then you can polish him off.

King Malcolm III of Scotland

Defending your castle from the enemy's siege requires as much offense as defense. You cannot simply sit back and wait for them. They will outrange you with their trebuchets and their archers are superior to yours. If they are patient and you do nothing to stop them, they will defeat you.

You must find a way to take out the enemy's ranged siege weapons. This is your key to victory. Fortunately you have the right tools for the job—light cavalry and highlanders, some of the game's fastest companies. Use their speed to get to the enemy siege weapons. If they die in the process but succeed in their mission, it's a small price to pay.



Early in the Battle

The enemy is weak on his right flank, with a single group of slow-moving swordsmen to defend half his siege weapons and archers. Move your frontline troops quickly and engage the enemy here before he can set up defenses to gain an advantage. Move too slowly and you lose the chance to pull off this maneuver.

Your reserve forces on the map's opposite side are also critical to victory. While these light cavalry and highlanders are not your strongest troops, they are your fastest. Circle them around the castle and strike his trebuchets from the side or rear, bypassing any defending soldiers. Take out his ballista as well.

If the enemy gets siege weapons and archers into range of your defenders on the walls, and your ranged attacks are unable to reach them, pull them back to a safer location within the castle. Tempt the enemy to assault your walls, then, when they make the attempt, move onto the walls and engage them.

As the Battle Progresses

You have four companies of troops inside your walls. Use them, but keep some in reserve for breaches in your defenses. You can outnumber and swarm any single company trying to gain the courtyard from a wall breach or tower door. If the enemy moves his siege equipment or archers too close to your walls, open the gatehouse or charge through a wall breach with your reserves and surprise him.

Your nobles are one of your most powerful weapons, and one the enemy often overlooks. Do not lose them to siege or archery fire! These nobles can make a wall impossible to take via ladders or siege towers and they can devastate any enemy company foolish enough to enter the courtyard. If the enemy cavalry gets too close, put your nobles into phalanx and destroy them.

If your ballistae survive the enemy's trebuchets, rip into enemy companies within range. Do not hit your own troops in the process!

In the end, seize every chance you can get to outnumber the enemy and your castle will stand.

WILLIAM OF NORMANDY

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
William of Normandy	Kingdom	Cavalry	25
Odo de Bayeux	Regional	Polearmsmen	40
Robert of Mortain	Common	Swordsmen	30
Radulph Basset	Common	Bowmen	25
Roder St. John	Common	Bowmen	25
Emory de Welton	Common	Footmen	40
Robert of Quincy	Common	Footmen	40
Isaac of Norfolk	Common	Footmen	40
Gilles Staunton	Siege Engineer	Trebuchet	1
Robert de Logan	Siege Engineer	Trebuchet	1
Mason Fleming	Siege Engineer	Ballista	1
Stephen Baptiste	Siege Engineer	Mangonel	1
Gilbert of Kent	Siege Engineer	Catapult	1
John Tyrrell	Siege Engineer	Siege Tower	1
Ralph Tobin	Siege Engineer	Siege Tower	1
Thomas Stewart	Siege Engineer	Battering Ram	1

MALCOLM III

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Malcolm III	Kingdom	Nobles	10
Carson Macphearson	Common	Highlanders	40
Bean Macbain	Common	Highlanders	20
Kenneth Mackenzie	Common	Highlanders	40
Garvie Maclean	Common	Light Cavalry	30
Stark Robertson	Common	Light Cavalry	30
Clark Cameron	Common	Polearmsmen	40
Moodie Stewart	Common	Polearmsmen	30
Colyear Robertson	Common	Polearmsmen	20
John Sinclair	Garrison Captain	Garrison Bowmen	20
Darby Macrae	Garrison Captain	Garrison Bowmen	20
Robert of Galway	Garrison Captain	Garrison Bowmen	20
James Gordon	Garrison Captain	Garrison Bowmen	20
Ballista Commander	Siege Engineer	Ballista	1
Ballista Commander	Siege Engineer	Ballista	1

Agincourt, 1415

Toward the close of the 100 Years War, Henry V's small army of 6,000 was caught near the village of Agincourt by a French army of 20,000–30,000.

Henry stretched his archers between woods at the end of a muddy field and opened fire. The French cavalry charged and became mired in the hip-deep mud. They were easy targets for the English archers. The result was a crushing defeat for the flower of French nobility.

Agincourt, 1415 Strategies

Agincourt is a classic historical match-up of English longbow vs. French cavalry. On paper, the French seem to have the advantage, with fast-moving forces that can plow through archer units in seconds. But the terrain is not in their

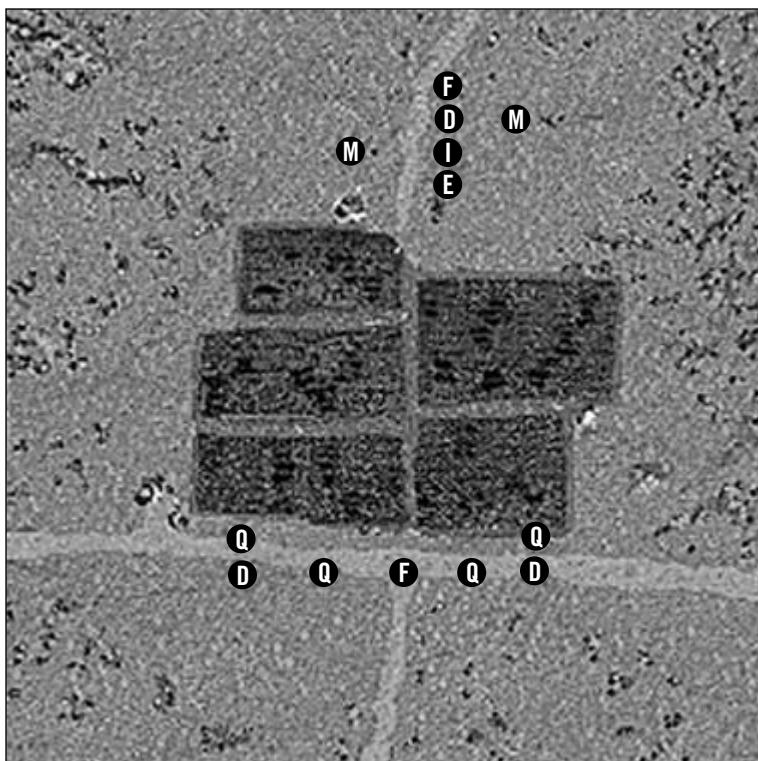
favor, and if the English exploit this, they will achieve victory.

The Map

A series of large, muddy fields that slow movement to a crawl dominate the map of Agincourt. Even charging cavalry's movement rate slows. Attacking companies have two options: Go through the mud or go around it. The first option kills any chance of maneuvering, the second option takes a long time and gives the enemy the chance to set up for your arrival.

Henry V

Victory at Agincourt is all about using the terrain to your advantage and protecting your archers. You have four companies of Welsh longbowmen, the game's deadliest archers, as well as three



KEY

A	Peasants
B	Warriors
C	Footmen
D	Polearmsmen
E	Swordsmen
F	Nobles
G	Light Cavalry
H	Cavalry
I	Crossbowmen
J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
O	Godendag
P	Swiss Pikemen
Q	Welsh Longbow
R	Genoese Crossbow
S	Garrison Spearmen
T	Garrison Footmen
U	Garrison Swordsmen
V	Garrison Crossbow
W	Garrison Bow
X	Battering Ram
Y	Ballista
Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower



companies that can counterstrike against the attacking cavalry. But to win, the archers have to survive long enough to do their jobs.

Early in the Battle

Your companies start spread out along the edges of the farm fields. Your first task is to bring them together. Leaving light troops spread out in the face of charging cavalry is suicide! Group your bowmen and use the nobles and polearmsmen as shields in front of them. You want every ounce of defense you can get to slow the enemy, so use box and schiltrom formations. Keep an eye on the enemy and reposition your army so the infantry are always facing the enemy.

As the Battle Progresses

If the enemy attempts to circle around the mud, move your army into the fields and let them come to you, denying them the advantage they hoped for. When your bowmen fire on the enemy, move your nobles and polearmsmen up and engage the enemy cavalry first. Have all four companies of archers pick a single target, preferably the one engaged with the nobles, and mow it down, then move onto the next target and repeat. If it looks as if the enemy is going to breach your defenses and get to your bowmen, have their knights move up to the formation's front to slow the enemy while your archers fire.

Charles VI

Patience is the key to success at Agincourt. You must not fall into the trap the French did in 1415 by charging straight at the enemy. Your chevaliers, nobles, and other troops are more than enough to destroy the English forces, but only if they can get to the English lines without losing half their strength along the way.

Early in the Battle

The English would like nothing more than to have your chevaliers charge straight at them. You must not give them this satisfaction! Regardless of your direction of attack, lead off with your swordsmen in a shield wall formation, followed by your nobles, polearmsmen, and crossbowmen. Keep your chevaliers off to the flanks, one company on either side, and force the enemy archers to fire on your swordsmen first. Their shields absorb the damage from the arrows.

As the Battle Progresses

Only after forcing the enemy to engage your infantry should the chevaliers charge in. Wide sweeping maneuvers around the enemy flanks are the best bet here. If the English archers are firing on your infantry, you will be able to get them before they switch targets.

Don't overlook the threat of the enemy nobles! They are a small but powerful company. Concentrate your infantry and your crossbowmen on them while your chevaliers deal with the archers.

HENRY V

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Henry V	Kingdom	Nobles	20
Duke of Gloucester	Regional	Welsh Longbowmen	20
Duke of York	Regional	Polearmsmen	30
Thomas Erpingham	Common	Welsh Longbowmen	20
Earl of Oxford	Common	Welsh Longbowmen	20
Earl of Kent	Common	Welsh Longbowmen	20
Lord Camoys	Common	Polearmsmen	30

CHARLES VI

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Charles d' Albret	Kingdom	Nobles	30
Jean Bouicaut	Kingdom	Chevalier	30
Duc de Alencon	Regional	Chevalier	30
Count de Marle	Common	Swordsmen	40
Seigneur de Dampiere	Common	Polearmsmen	40
Seigneur de Rambures	Common	Crossbowmen	20

Bannockburn, 1314

As part of his rebellion for an independent Scotland, Robert the Bruce lay siege to Stirling Castle. Learning of this, King Edward II raced his army to Stirling where the two met in battle. Bruce made his stand at Bannockburn—a boggy field that favored his dense thickets of spearmen. When the English cavalry charges were broken, Bruce routed the English and became forever Scotland's great warrior king.

Bannockburn, 1314 Strategies

Bannockburn is a multilayered battle that can swing either way, depending on how each side uses its forces. Both sides have units that grant them

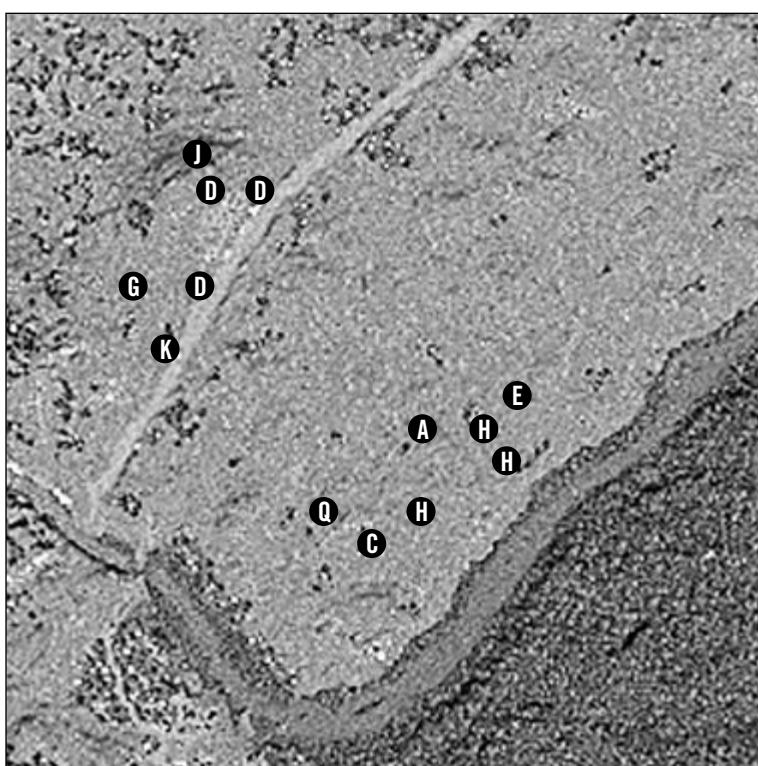
tremendous advantages over the enemy if they are correctly deployed. Neutralizing this advantage in your opponent is the key to winning the battle.

The Map

The Bannockburn map is straightforward, with terrain that gives little advantage to either of the sides involved. While it's possible for the English forces to retreat to the swampy land to their rear, they would be giving Scotland's mobile highlanders an advantage by doing so.

Robert the Bruce

With three good-sized companies of polearmsmen, you have a force that can cut the English cavalry to ribbons. The trick is making certain that the polearmsmen get to their targets alive. You lack



KEY	
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B	Warriors
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H	Cavalry
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J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
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cc	Siege Tower



any heavy units, but you make up for this with speed and mobility. Use this to close quickly because the English have a deadly threat in the Welsh longbowmen.

Early in the Battle

Get together your companies of polearmsmen and form a protective wall for your archers. You can move the polearmsmen forward or wait for the enemy to attack as you see fit, but do not let the individual companies get isolated. Move your highlanders and light cavalry off to the flanks, keeping them away from the enemy's initial attack. You will need them later.

As the Battle Progresses

The enemy's cavalry may seem like the main threat, but your polearmsmen can easily counter them. The real danger comes from the enemy's Welsh longbowmen, who can tear you to shreds from a distance. Your bowmen cannot win any archery duel with them, and lacking shield-using infantry, your soldiers will fall quickly unless you take action. This is where your highlanders and light cavalry come in. Use them to maneuver around the English flanks and directly attack the archers. Charge after you get into position to close the distance before the enemy can react. It does not matter if these light units survive, only that they accomplish their mission.

After you deal with the archers, the next big threat is the enemy swordsmen. While tough, they are slow, and the combined efforts of your infantry and archers will be enough to wear them down.

Edward II

You have a powerful army at your disposal, including three companies of cavalry, a company of swordsmen, and a company of Welsh longbowmen. This alone would seem enough to destroy most enemy forces lacking equally heavy units, but appearances can be deceiving. You must use your cavalry wisely or it will die against the enemy's

polearms. Your archers, while powerful, need to be protected and your swordsmen, while tougher than any of the enemy infantry, are slow to respond. The key to winning this battle is patience!

Early in the Battle

Do not rush in with your cavalry. Hold these powerful units in reserve. Your first goal is to wear down the enemy with your Welsh longbowmen, who should be protected behind your swordsmen. Force the enemy to come to you.

As the Battle Progresses

After the battle heats up, send in the footmen and peasants. Use them to engage the enemy polearmsmen. After they engage the polearmsmen, the cavalry can flank and charge in for a devastating attack, taking fewer casualties than if they attacked alone. If the enemy leaves the bowmen exposed, one of your three cavalry companies can destroy them in a matter of seconds. Use the swordsmen to guard your Welsh longbowmen, moving them to block any attempt by the enemy's foot soldiers to reach them. After you neutralize any threat to your archers, the swordsmen can wade in to mop up.

ROBERT THE BRUCE

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Robert the Bruce	Kingdom	Highlanders	50
Edward Bruce	Regional	Polearmsmen	40
James Douglas	Regional	Polearmsmen	40
John Airth	Common	Bowmen	20
Robert Keith	Common	Light Cavalry	20
Randolf of Moray	Common	Polearmsmen	40

EDWARD II

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Edward II	Kingdom	Cavalry	20
Henry de Bohun	Regional	Swordsmen	30
Clifford	Common	Cavalry	20
Beaumont	Common	Cavalry	20
Dafydd ab Owain	Common	Welsh Longbowmen	20
William of Mallet	Common	Footmen	25
Robert fitz Walter	Common	Peasants	30

Bouvines, 1214

In 1214, Philip II of France was at war with the Holy Roman Emperor Otto IV. After a campaign of cat and mouse, the Imperial army caught Philip as he was crossing the river near Bouvines. Although the Imperial army caught Philip's army on both sides of the river, Philip reacted swiftly, and Otto, expecting an easy victory, was shocked to see the French forces drawn up in formation, ready for combat. The battle was frenzied, with multiple cavalry and infantry charges. In the end, Otto IV fled the field and most of his commanders were captured.

Bouvines, 1214 Strategies

Bouvines is a single-player map where you take the role of Philip II, who is caught in an ambush

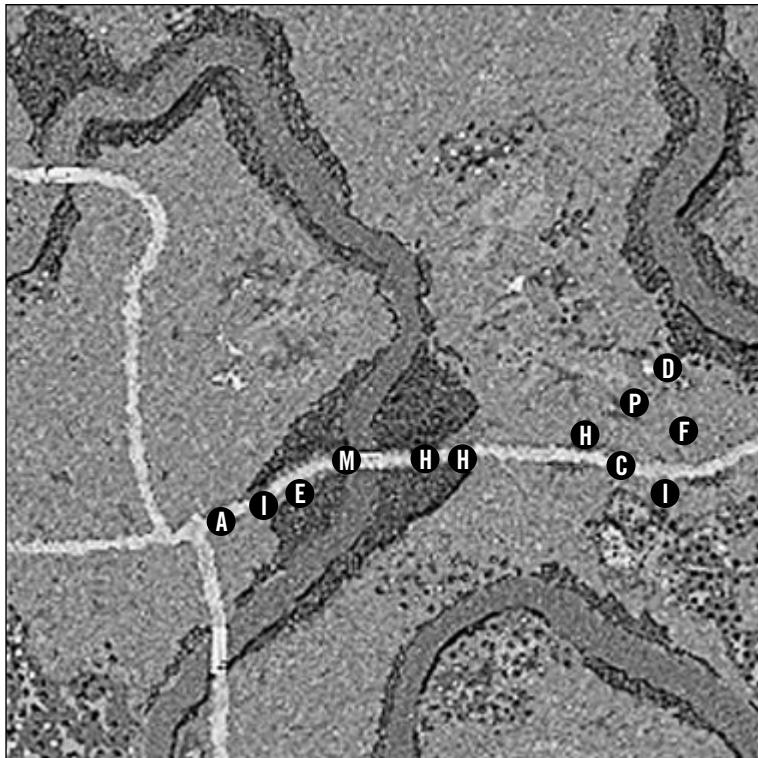
while his army is crossing a bridge. How this battle unfolds depends on the first decision you make, where to assemble your army. The battle has a different feel to it, and requires different strategies, depending on this decision.

The Map

The map of Bouvines is cluttered with obstacles, including scrub-filled forests, swampy riverbanks, and bridge crossings. None of these make life easy for Philip's army, which relies on cavalry.

Philip II

Half of your army is mounted, consisting of heavy cavalry and chevaliers. Unfortunately, the enemy's army is full of polearm-wielding companies, including nobles and Swiss pikemen. Charging in will not work, and your non-mounted units,



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Y	Ballista
Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower



a group of swordsmen, some peasants, and a few crossbowmen, are an unimpressive fighting force. Your only hope of victory is to force the enemy onto a battleground of your choosing.

Early in the Battle

Decision time. Are you going to fight Otto in the open field or force a bottleneck at one of the bridges? Historically, Philip brought his forces over the bridge and directly faced Otto. You, however, should bring all your forces to the river's opposite side and wait for Otto to advance.

Set up your swordsmen as a barrier in front of the bridge in shield wall formation and give them a Hold order so they stay put. Place the crossbowmen to the side and let them snipe across the narrow river. Keep your cavalry and chevaliers in reserve, as well as your peasants.

As the Battle Progresses

Your swordsmen take the brunt of the enemy attack. Don't leave them alone for long! As the swordsmen engage the enemy on the bridge, have your horsemen charge in to help. The enemy polearms aren't as big a threat after your swordsmen engage them. After each charge, back the cavalry off and do it again.

If the swordsmen falter, move up your peasants as another blocker, or choose one company of cavalry to sacrifice. Maintain the enemy gridlock at the bridge. Have your crossbowmen concentrate on whichever enemy company is engaged with your swordsmen, to help wear them down faster.

PHILIP II

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Philip II	Kingdom	Chevalier	Size
Viscount de Melun	Regional	Cavalry	20
Guerin de Senlis	Regional	Cavalry	30
Bishop de Beauvais	Common	Swordsmen	50
Duc de Burgundy	Common	Crossbowmen	30
Duc de Bourgogne	Common	Peasants	50

OTTO IV

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Otto IV	Kingdom	Nobles	20
Count of Flanders	Regional	Cavalry	40
Earl of Salisbury	Common	Swiss Pikemen	50
Count de Boulonje	Common	Polearmsmen	50
Bernard of Ostmale	Common	Footmen	40
Count of Dortmund	Common	Crossbowmen	20

Courtrai, 1302

In 1302, the relationship between the King of France and his vassal the Count of Flanders was a tense one. Flanders was one of the wealthiest regions in Europe, and King Philip coveted it. It was also independent, so when political ploys failed, the king sent in his army. Flanders's defenders were militiamen drawn from the local cities and townships. Opposing them was the finest army France has ever fielded, with thousands of well-armored knights on horseback. Confident of victory as the forces gathered outside the city of Courtrai, the French prepared for a decisive battle.

Courtrai, 1302 Strategies

Courtrai features a large powerful cavalry force pitted against an infantry army well-suited to deal with them. Both armies start with their companies scattered on a map that provides many angles of attack. Whether the battle becomes an open field rumble, a war of attrition at a river crossing, or a big melee in a town depends on the maneuvers both players conduct at the beginning.

The Map

Maneuvering on the Courtrai map is tricky. There are numerous rivers with strategically placed bridges and fords. There is also a large town well-suited for a defensive battle. It is easy to lose one's sense of direction, so watch for an enemy company trying to flank you at an alternate river crossing.

Chapter 11: Historical Battles



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cc	Siege Tower

Count of Flanders

More than half of the count's army consists of godendag, a polearm-wielding soldier perfect for defeating cavalry. A moderate sized company of swordsmen and two small companies of crossbowmen support the godendag. These supporting companies may not have as large a role in victory, but do not squander them.

The enemy has three more companies than you do, so do not let one or more of them slip through the cracks. Be prepared at all times for attack from any direction.

Early in the Battle

The French have a fearsome four companies of chevaliers, enough to wipe out in a heartbeat any single company they catch alone. To counter this,

move your godendag in one place. Gather them, either near a bridge crossing or near the town, and place them in phalanx formation. Form the companies into a wedge or square so they don't expose their flanks. Keep your swordsmen in reserve and the crossbowmen nearby, and throw them into the fight as needed.

As the Battle Progresses

Your godendag are on a search-and-destroy mission. If the enemy cavalry does not come to you, you must go to them. Avoid letting your godendag companies get bogged down with enemy infantry until you deal with the chevaliers. Use your swordsmen to counter enemy infantry and back them up with crossbow fire.



King Philip IV

Your army is heavy on the cavalry, light on the infantry. However, the infantry is key to your survival! As powerful as four companies of chevaliers are, they are no match on their own for four companies of godendag. This means your infantry should lead the way, and sacrifice themselves, so that the chevaliers can do their job.

Early in the Battle

Do not rush into the fray. The last thing you want is for the enemy to pin you down at a bridge crossing early into the encounter. Watch your opponent and see how he sets up his defense. If he chooses to guard one of the crossings, pick away at his soldiers with your crossbows while your main force crosses at a different location.

Let your footmen lead the way if under crossbow fire, or your polearmsmen in phalanx formation if not. Gather your chevaliers into two groups of two, and wait for the opportunity to strike.

As the Battle Progresses

If you can pick off the enemy crossbowmen or swordsmen with your chevaliers, do so, but do not get caught in melee too near the enemy godendag.

Engage the godendag with your footmen and polearmsmen first. They are no match for the godendag in the long run, but all you need to do is get them to commit. After the godendag are engaged in melee, your cavalry can charge in unharmed, delivering a crippling blow.

COUNT OF FLANDERS

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
William van Julich	Regional	Godendag	50
John de Renesse	Regional	Swordsmen	30
Guy van Namur	Common	Godendag	50
John Borluut	Common	Godendag	50
Pieter de Coninck	Common	Godendag	50
Henry van Lontzen	Common	Crossbowmen	20
Guillaume Tyrel	Common	Crossbowmen	20

KING PHILIP IV

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Robert de Artois	Kingdom	Chevalier	20
Jacques de Chatillon	Common	Chevalier	20
Raoul de Clermont	Common	Chevalier	20
Guy de Clermont	Common	Chevalier	20
Thomas de Coucy	Common	Crossbowmen	30
Robert de Boulgne	Common	Polearmsmen	20
Jean de Brulats	Common	Crossbowmen	30
Godfrey de Boulgne	Common	Polearmsmen	20
Oliver de Termes	Common	Footmen	50
Hugh le Brun	Common	Footmen	50

Crecy, 1346

In the early days of the 100 Years War, an outnumbered English army made a stand against the knights of King Philip near the small village of Crecy. Eager for victory, Philip sent his army to attack, into the steel rain of the English longbowmen. The French cavalry became disorganized, while the longbows continued their deadly harvest, cutting down Genoese mercenaries and French knights with equal ease. The end result was a massacre and the legend of the English longbow began.

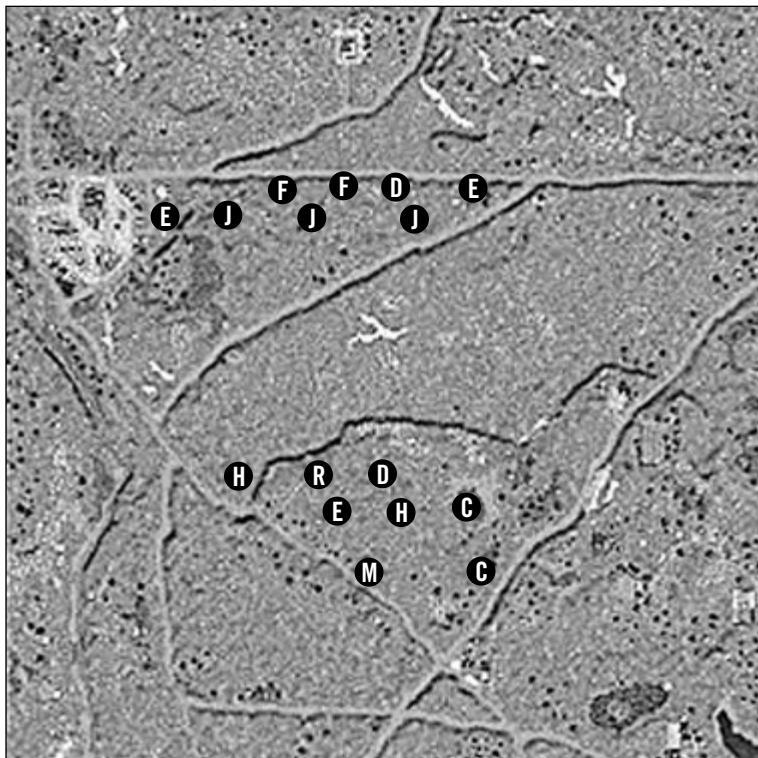
Crecy, 1346

Crecy is one of the most open-ended battlefields in the game, with the forces within close striking range of one another. Like Agincourt, Crecy is a fight between bowmen and cavalry, but the English do not have the luxury of muddy fields between themselves and the enemy.

The Map

Crecy is straightforward. There are few obstacles, other than the town and some farmsteads, and those are off to the sides. Because of this, the map favors cavalry, who can maneuver and flank without getting bogged down.

Chapter 11: Historical Battles



KEY	
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cc	Siege Tower

Edward III

Your army starts in a long line facing the enemy. Three full companies of 50 bowmen are at your disposal. Two companies each of nobles and swordsmen and a company of polearmsmen protect your bowmen.

Defending against the enemy cavalry charges and protecting your archers are the keys to victory. However, because of the easy terrain and enemy's proximity from the start, you have little time to get set up. Hesitate and you may find the enemy crashing headlong into an unprotected company of archers.

Early in the Battle

The enemy cavalry is closer than you think, so don't leave those archers unprotected! Move all three companies toward the center of your lines

and behind your infantry. Close up the ranks of your nobles and swordsmen, forming a tight wall.

Your polearmsmen are your least valuable company. Use them up front to slow the enemy cavalry or to shore up whichever flank the enemy chooses to attack while the rest of your army is getting set up.

As the Battle Progresses

After you build your wall, let the enemy's forces come to you, or if they refuse, move up the army while maintaining the wall. Have the swordsmen, with their shield wall in place, be the first companies to meet any cavalry charge.

Your three companies of bowmen should act as a single unit, focusing their fire on one enemy company at a time. Even the best soldiers in the game wither under a volley of 150 arrows at once!



Philip VI

Your force is split evenly between infantry and cavalry, and also has a small but powerful contingent of archers. The battlefield and starting positions of the enemy companies are well-suited to your troops and if you are willing to take a chance, you might be able to quickly end the battle.

Early in the Battle

Send one or more of your cavalry companies charging across the map in the battle's opening moments. Don't worry about your other companies until you set this in motion. If you plan this attack well, you may catch the enemy's archers out of position with no protection, and mow them down. Without their archers, the English stand little chance of winning the battle.

Regardless of whether you use the cavalry gambit or not, your next step is setting up your remaining companies. Have swordsmen and footmen, with their shields, take the front ranks. Place the Genoese crossbowmen behind the infantry but prepared to move with them. Keep any chevaliers or cavalry that were not committed to an opening charge on the flanks, far enough away that an enemy who is watching your main force will miss them by.

As the Battle Progresses

Any cavalry you sent in on the initial charge are likely dead by this point, but if they took out some of the enemy archers, their sacrifice was not in vain. It's time to get the rest of your army into the fray.

One key to victory now is your Genoese crossbowmen. While outnumbered by the English bowmen, they can move into range and deploy their mantlets, protecting them from enemy fire. They can then concentrate on the enemy nobles or the remaining archers.

Tie up the enemy with your footmen and polearmsmen, then have the remaining cavalry companies hit them from the flanks with charges to sweep them from the field.

EDWARD III

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Edward III	Kingdom	Nobles	20
Earl of Northhampton	Regional	Nobles	20
Edward, Prince of Wales	Regional	Swordsmen	30
Maurice Fitzgerald	Common	Swordsmen	30
Godfrey de Harcourt	Common	Bowmen	50
Walter de Manny	Common	Bowmen	50
Roder St. John	Common	Bowmen	50
Henry de Hastings	Common	Polearmsmen	30

PHILIP VI

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Philip VI	Kingdom	Chevalier	30
John of Bohemia	Regional	Swordsmen	40
Charles de Alencon	Regional	Cavalry	30
Robert de Coucy	Common	Cavalry	30
Odone Doria	Common	Genoese Crossbowmen	50
Carlo Grimaldi	Common	Polearmsmen	30
Odo de Muntiun	Common	Footmen	50
Hugh le Brun	Common	Footmen	50

Falkirk, 1298

After his success at Stirling Bridge, William Wallace continued his attacks on the English, even raiding into England, until King Edward decided to personally deal with the problem. Wallace's peasant army was well-trained, but there was no defensible bridge at Falkirk, and the forces opposing him were larger and more heavily armored than he had ever faced. Although his men held off the English cavalry, his dense companies of spearmen were helpless against the withering flights of arrows from Edward's archers. Wallace's army was devastated, and although he escaped, he never again regained his former glory.

Chapter 11: Historical Battles

Falkirk, 1298 Strategies

Falkirk can be an ugly, slow-paced battle for both sides, thanks to the swampy river separating the two sides at the start. Each side has but a single company that can navigate this terrain well, so the element of surprise is difficult to achieve. Each side needs to play to the strengths of their companies and try for the best match-ups they can when the fighting begins.

The Map

The river that separates the armies has two fords, allowing a commander to split his forces and try to cross both. No matter how they advance however, both sides become mired in the swamplands.

William Wallace

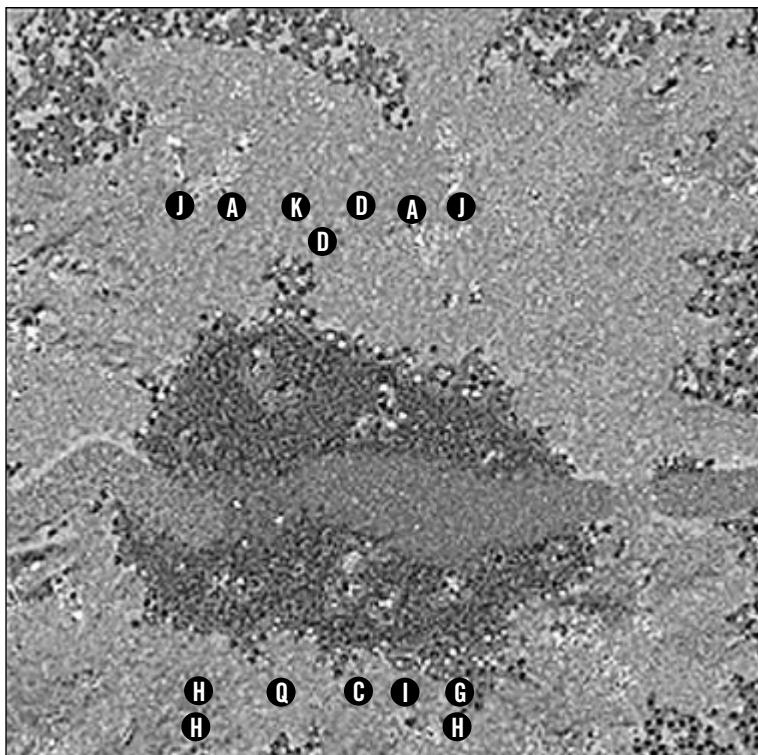
Your army, while possessed of good anti-cavalry units, lacks heavy infantry or protection from ranged fire. This combination is deadly on the slow, swampy terrain. Worry more about the enemy's archers, especially the Welsh longbow, then about their cavalry.

Early in the Battle

Move your companies up toward the river, but don't cross it. Let the enemy come to you. Stay out of bow range as long as you can, but be ready to mix it up after ranged fire is exchanged.

As the Battle Progresses

Your highlanders are your most mobile company in the swamps. Use them to outflank the enemy and hit their archers. Back them up with your



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peasants, who make good disposable troops for such actions.

Keep the polearmsmen focused on the enemy cavalry while your archers assist them far to the rear.

Edward II

Your three companies of cavalry are formidable, but when faced with swamps and enemy polearms, they can be quickly routed if you are not careful. Your army's greatest asset is the Welsh longbowmen, against whom the enemy has no defense. Keeping them alive as you advance on the enemy is essential.

Early in the Battle

Move up your army in stages, judging the enemy reactions. Break off at least one company of cavalry to cross the river at an alternate ford, either to catch the enemy by surprise or to make them divide their forces.

At all costs, protect your Welsh longbowmen, as they are the most serious threat to the enemy. Watch the enemy highlanders, as they can cross the terrain faster than any of the other enemy units. Counter them with your own mobile forces by hitting them with a light cavalry charge.

As the Battle Progresses

Maneuver your Welsh longbowmen into range of the enemy and mow them down, with your crossbowmen moving up to help. Protect the archers with footmen and cavalry and charge any enemy that gets too close.

WILLIAM WALLACE

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
William Wallace	Kingdom	Highlanders	40
John "the Red" Cormyn	Regional	Polearmsmen	40
Enrick Gunn	Common	Bowmen	20
Wilson Innes	Common	Bowmen	20
John Stewart	Common	Polearmsmen	40
John the Grahame	Common	Peasants	50
Earl of Fife	Common	Peasants	50

EDWARD II

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Edward II	Kingdom	Cavalry	20
Maitre de Templars	Regional	Cavalry	20
Earl Marshal	Regional	Cavalry	20
Earl of Lancaster	Common	Welsh Longbowmen	30
Guy of Warwick	Common	Light Cavalry	30
Earl of Pembroke	Common	Crossbowmen	20
Bishop of Durham	Common	Footmen	30

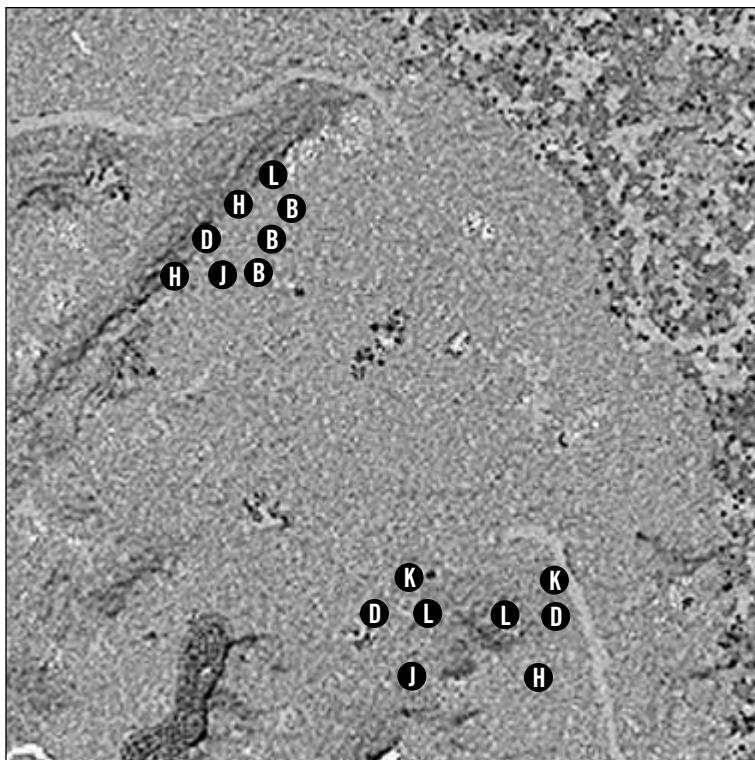
Faughart, 1318

Edward Bruce of Scotland was an ambitious man who desired a kingship of his own. One year after the triumph at Bannockburn, Edward set his sights on Ireland. He invaded in 1315, under the pretense of uniting the Celtic peoples of Scotland and Ireland. What followed was a destructive campaign that saw Edward crowned the High King of Ireland and the country facing famine and ruin. While some of the Irish clans joined Edward, most fought fiercely, finding an unlikely ally in the hated English. In 1318 the Anglo-Irish forces, lead by John de Bermingham, confronted Edward in the fields near Faughart. In the resulting melee, Edward was killed.

Faughart, 1318 Strategies

Faughart is a wide open, fast paced battle involving lots of light, maneuverable troops with high morale. Because of this, players have more opportunities to jockey for position than they might have in battles with heavier, slower moving soldiers. Flanking and rear attacks are possibilities, and protecting archers becomes that much more difficult. The high morale of many of the troops means there will be little rallying of broken companies. Most will fight to the death, leading to high casualties on both sides.

Chapter 11: Historical Battles



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The Map

Faughart is an open, hilly map. There are no choke points or areas of concern. You can easily accomplish wide, sweeping maneuvers here.

Edward Bruce

You have a good mix of light troops. The key is protecting them. The enemy cavalry is a big threat, one you need to counter with your polearmsmen, and that means not committing these troops until they are needed.

Early in the Battle

Alternate your polearmsmen with highlanders or gallowglass, and have these light troops engage any approaching enemies first. Use your swift cavalry as blockers. Their job is to intercept any

enemy companies heading toward your archers or your polearmsmen.

As the Battle Progresses

Trapping and eliminating the enemy cavalry is a two-step process. Engage them with fast units, such as your highlanders. While these soldiers are no match for the enemy cavalry, they can pin them in place long enough for the polearmsmen to charge in and destroy them. The enemy's polearmsmen can eliminate your light cavalry in seconds. Counter them with your highlanders and gallowglass.

John de Birmingham

Your cavalry are the top predators. The enemy has nothing to match their killing power, especially when they are charging. However, they can fall prey



to the enemy polearmsmen if you are not careful. Use them wisely and the battle will be yours. Waste them and victory becomes more unlikely.

Early in the Battle

Double-team the enemy polearmsmen with your warriors to eliminate the threat to the cavalry. Protect your archers and get to the enemy's. Hold your cavalry in reserve and wait for the right opening.

As the Battle Progresses

After the enemy is engaged and unable to maneuver, send in the cavalry and attack their softest flank. With bonuses for position and for charging, you can destroy the enemy's light troops in seconds.

EDWARD BRUCE

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Edward Bruce	Regional	Polearmsmen	30
Felim O'Connor	Regional	Gallowglass	50
Balfour Campbell	Common	Cavalry	30
Glaissini mac Uisseni	Common	Gallowglass	50
Thomas West	Common	Bowmen	30
Carson Macpearson	Common	Highlanders	50
Thomas Randolph	Common	Highlanders	50
Clark Cameron	Common	Polearmsmen	30

JOHN DE BIRMINGHAM

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
John de Birmingham	Regional	Cavalry	25
Edmund le Botiller	Regional	Warriors	50
William Not	Common	Cavalry	25
Muriartach O'toole	Common	Gallowglass	40
Esegar of Middlesex	Common	Bowmen	30
Guichard d'Angle	Common	Polearmsmen	40
Oalf the Red	Common	Warriors	50
Godred the Black	Common	Warriors	50

Flint Castle, 1282

When Llewellyn the Last, the Prince of Wales, refused to recognize newly crowned English King Edward I in 1277, Edward ordered the Welsh to be dealt with once and for all. Flint Castle was to be the English doorway into North Wales, a strong-point from which the Welsh could be subjugated. By 1282, the castle was nearly completed when Dafydd ap Gruffydd, Llewellyn's brother, launched a surprise attack. Defended by a light garrison and few knights, Flint made an inviting target for the determined Welsh prince.

Flint Castle, 1282 Strategies

Flint Castle is more of a castle storming than a castle siege. There are few siege weapons involved, with only a pair of battering rams in the attacker's force. This means scaling ladders have to do most of the dirty work, a dangerous proposition with two ballistae aiming down at the attackers from the forward towers.

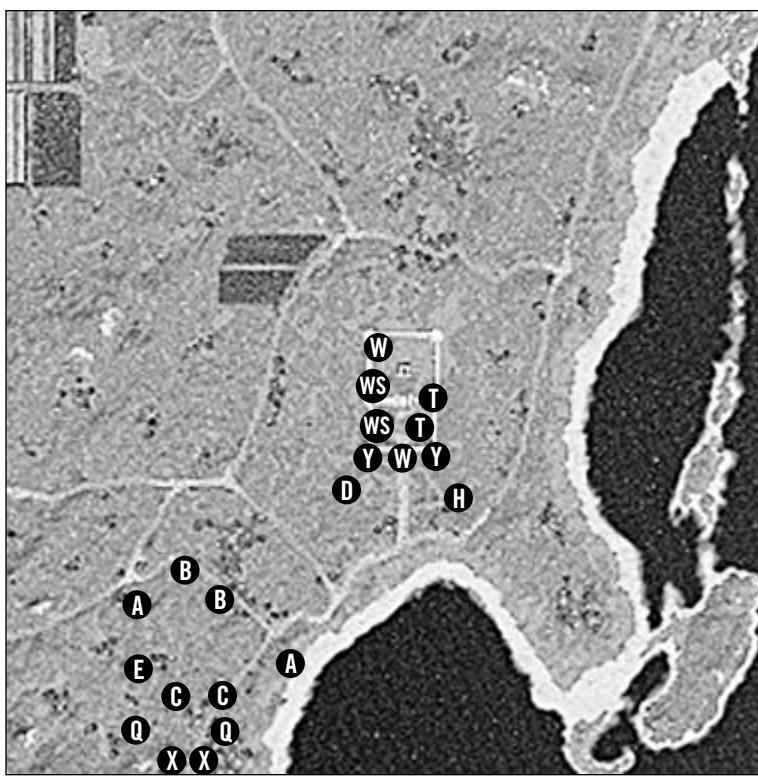
The Map

Flint Castle has a set of low forward walls forming a courtyard, and taller walls surrounding the keep. The strength of these walls does not play a factor in the battle, as the attackers have no way of battering them down. The ballistae on the other hand, play a major role. Should the attackers circle to the rear of the castle, they find it easier to do on the left flank, as the right flank has a coastline that would leave attacking troops within range of one of the ballistae.

Dafydd ap Gruffydd

With the exception of the enemy cavalry, your army is far superior to the defender's, who has only garrison troops within the castle walls. However, overlooking the enemy's field companies, or the

Chapter 11: Historical Battles



KEY	
A	Peasants
B	Warriors
C	Footmen
D	Polearmsmen
E	Swordsmen
F	Nobles
G	Light Cavalry
H	Cavalry
I	Crossbowmen
J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
O	Godendag
P	Swiss Pikemen
Q	Welsh Longbow
R	Genoese Crossbow
S	Garrison Spearmen
T	Garrison Footmen
U	Garrison Swordsmen
V	Garrison Crossbow
W	Garrison Bow
X	Battering Ram
Y	Ballista
Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower

danger posed by their ballistae, would be a mistake. Deal with the cavalry first, the ballistae second, then worry about the rest of the battle.

Early in the Battle

Lacking ranged siege weapons, your Welsh longbow companies are your only way to sweep the walls clear of enemies from a distance, so keeping them alive is vital. The enemy's cavalry starts too close for comfort to your front lines, so form up quickly, with swordsmen and footmen in the front ranks, and prepare to deal with the cavalry should they charge.

Your next decision is how to approach the castle. A front assault can work, but it is costly. Send in your battering rams first and knock down the first gatehouse door, assuming the enemy's cavalry and polearmsmen are not still blocking the way.

If the enemy is determined to defend the front of the castle, loop around to the left side, staying out of ballista range and being wary of a cavalry charge. Keep your infantry between the enemy and your archers as you perform this maneuver.

As the Battle Progresses

As you begin your assault, focus on the ballistae first. Have your archers, protected by one infantry company, open fire with flaming arrows on the ballistae. As this is going on, have your fast-moving warrior companies scale the walls. Your peasants can follow as well, scaling any undefended walls. When each company gains the walls, send them to attack enemy troops and the ballistae, and systematically sweep the walls.



Edward I

With the exception of your cavalry and polearmsmen, your defensive force consists of garrison companies. Your goal is to soften up the enemy as much as possible before your garrison troops are forced to engage.

Early in the Battle

Have your polearmsmen block the gatehouse to keep the enemy from running his rams forward in the opening minutes of battle. Your cavalry's goal is to trounce the enemy archers before they get in range of the walls. You can attempt an early first strike against them, but chances are, the enemy's swift moving warriors will counter you. Your best hope is to move the cavalry away from the castle and await the perfect time to strike.

Set up your garrison bowmen inside the gatehouse and buffer them on either side with infantry. Without siege weapons to bash down the gate, the enemy has to go through your infantry to get to your archers, allowing them more time to strike.

As the Battle Progresses

As the enemy moves within range of your ballistae, concentrate on their toughest companies first, such as their swordsmen. Swordsmen are a tough fight for garrison troops, but easy pickings for a ballista.

After the archers are within striking distance, send in the cavalry. You'll either crush the archers or force the enemy to tie up one or more companies defending them.

Have all four garrison bowmen companies work in concert and focus fire on the enemy archers if they stray into range, or on any enemy company that has gained the wall. Their concentrated fire, backed by garrison infantry, should make short work of the enemy.

DAFYDD AP GRUFFYDD

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Dafydd ap Gruffydd	Kingdom	Welsh Longbowmen	15
Owain ap Gruffydd	Common	Welsh Longbowmen	15
Llywelyn ap Seisyll	Common	Swordsmen	20
Iago ap Idwal	Common	Footmen	20
Trahern ap Caradog	Common	Warriors	30
Calaeryn ap Ewyn	Common	Footmen	20
Gavan ab Owain	Common	Warriors	30
Olwydd ap Nes	Common	Peasants	30
Glyndwr ap Tryffin	Common	Peasants	30
Cadwy ap Gwythawg	Siege Engineer	Battering Ram	1
Terynon ap Garwyn	Siege Engineer	Battering Ram	1

EDWARD I

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Robert de Ferrars	Common	Cavalry	20
Thurkill of Berkshire	Common	Polearmsmen	50
Henry Cooper	Garrison Captain	Garrison Bowmen	10
Thomas of Warwick	Garrison Captain	Garrison Bowmen	10
Walter fitz Walter	Garrison Captain	Garrison Bowmen	10
Andrew Barry	Garrison Captain	Garrison Bowmen	10
William Boyd	Garrison Captain	Garrison Footmen	20
Richard Yorke	Garrison Captain	Garrison Footmen	20
Randall Percy	Garrison Captain	Garrison Spearmen	20
John Stark	Garrison Captain	Garrison Spearmen	20
Ballista Commander	Siege Engineer	Ballista	1
Ballista Commander	Siege Engineer	Ballista	1

Hastings, 1066

In 1066, Harold of Wessex, having claimed the English throne, was invaded north and south. In the north, King Harald of Norway landed near York. To the south, Duke William of Normandy threatened. With a hastily assembled army, Harold rushed north and crushed the Viking threat. Harold mustered his loyal housecarls and fyrdmen and rushed south toward the Channel. He set up a defensive position on a hillside near the village of Hastings and waited. Can his battle-weary troops crush the Norman threat or will his foe be remembered forever as William the Conqueror?

Hastings, 1066 Strategies

Hastings is a battle between two types of forces. On one side you have King Harold, who has a mix of heavy and light infantry and no missile support units. While Harold has a numerical advantage, William's army is more versatile and includes infantry, cavalry, and archers. Both sides can achieve victory if they wisely use their forces.

The Map

The Hastings map gives a slight advantage to Harold's forces, as the swamp on either side of the battlefield cuts down on William's ability to conduct flanking maneuvers with his cavalry.

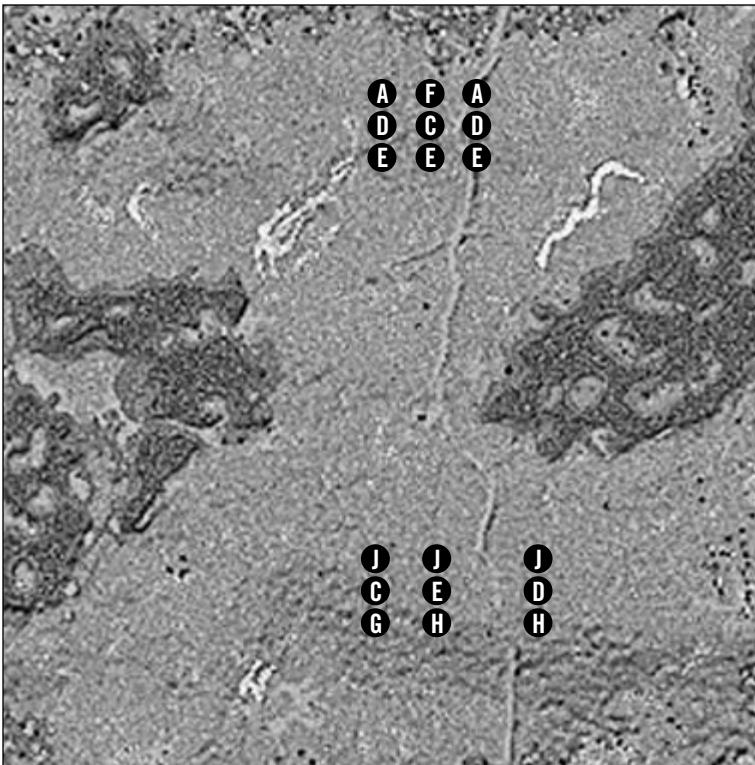
King Harold of Wessex

Your options seem limited. You have no cavalry companies for speed and no archer companies for ranged attacks, while your opponent has both. However, you have all the tools you need to win. Let the enemy bring the fight to you, then counterattack his key companies with overwhelming numbers.

Early in the Battle

Get your heavy hitters up front and prepare for William's cavalry. Put your polearmsmen and nobles into phalanx formation and face toward any oncoming cavalry charge. Put swordsmen into shield wall formation to increase their defense, as well. Save the peasants as reserves and don't spread yourself too thin.

KEY



A	Peasants
B	Warriors
C	Footmen
D	Polearmsmen
E	Swordsmen
F	Nobles
G	Light Cavalry
H	Cavalry
I	Crossbowmen
J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
O	Godendag
P	Swiss Pikemen
Q	Welsh Longbow
R	Genoese Crossbow
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X	Battering Ram
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Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower



As the Battle Progresses

Wherever the enemy cavalry goes, have polearmsmen or nobles to counter them. For a good one-two punch, tie up the enemy cavalry with swordsmen in shield wall formation, then hit from the flank with your polearmsmen.

Taking out the enemy archers is essential, as they can pick off scores of your troops if you let them do their dirty work unmolested. Your peasants and footmen are prime candidates for this job. They are your fastest infantry and are too light to tangle with William's heavier units. After you clear the archers, use your surviving peasants and footmen to support your heavier troops wherever they are struggling.

Don't forget to rotate routed companies into the battle after they rally. Your front lines get chewed up badly and may retreat, but they should be ready for more action before the battle is resolved. Get them into the action instead of letting them stand around.

William of Normandy

You have a diverse force of varying strengths. The center of your army is the strongest, containing William's seasoned cavalry and your heavy infantry in the form of swordsmen. Your left flank is the weakest, with light cavalry and footmen, but they are also the fastest. Your right flank has more cavalry as well as polearmsmen, who are useful for protecting your archers.

Early in the Battle

Advance on Harold before he can set up a strong defensive posture. Get your light cavalry around his flank and mow down his peasants. At the same time, resist the temptation to have your heavy cavalry get too far out ahead of your infantry. They will get overwhelmed if they go it alone.

String out your polearmsmen in line formation to form a shield for your archers, then bring your three companies of archers together behind the polearmsmen and advance.

As the Battle Progresses

The enemy outnumbers you, but you can crush them if you wisely use your troops. Move your archers into range and target enemy companies without shields. You can drop Harold's nobles by concentrating your bowmen on them. Use your cavalry against non-polearm wielding companies, such as the enemy's peasants, footmen, and swordsmen.

Shield your archers from melee combat. Put your swordsmen into shield wall formation. What they lose on offense they make up on defense, and while they are holding the enemy in place, your archers can make short work of them. If the enemy tries to flank you, use your cavalry's faster speed to beat them to the punch.

HAROLD OF WESSEX

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Harold Godwinson	Kingdom	Nobles	20
John de Vescy	Regional	Footmen	30
Peter fitz Herbert	Common	Swordsmen	20
Gyrth Godwinson	Common	Swordsmen	20
Leofwine Godwinson	Common	Swordsmen	20
Robert Tregos	Common	Polearmsmen	40
Thurkill of Berkshire	Common	Polearmsmen	40
Geoffrey of Say	Common	Peasants	40
William of Huntingfield	Common	Peasants	40

WILLIAM OF NORMANDY

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
William of Normandy	Kingdom	Cavalry	15
Roger of Montgomery	Regional	Cavalry	15
Renaud van Dammartin	Regional	Bowmen	25
Seguin de Balenx	Regional	Bowmen	25
Odo de Bayeux	Regional	Polearmsmen	30
Robert of Mortain	Common	Swordsmen	25
Hugues Tyrel	Common	Bowmen	25
Alan of Britanny	Common	Light Cavalry	25
Richard fitz Gilbert	Common	Footmen	30

Legnano, 1176

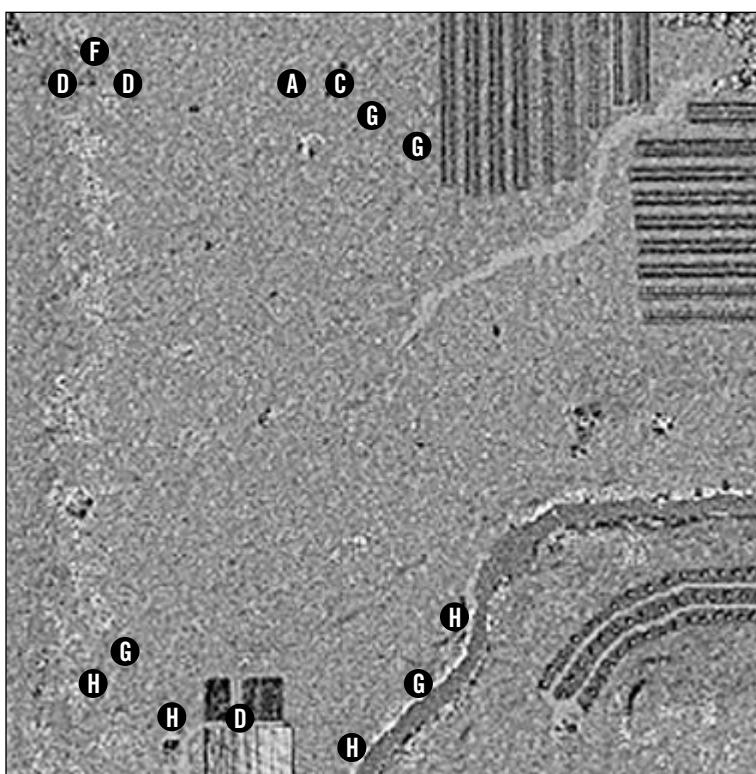
In 1176, the Lombard League, a collection of Italian city-states, put aside their differences to face the threat from their nominal liege Frederick Barbarossa, Emperor of the Holy Roman Empire. The emperor made a pact with German forces in the area to crush these rebels. Events came to a head near the village of Legnano, with Frederick's knights facing the city militias. The battle began in favor of the Imperialists, but the tide turned after the city militias unhorsed Frederick and tore down his banner. His men, believing he had been slain, fled the field. Although Frederick escaped, his plans to dominate Italy were crushed.

Legnano, 1176 Strategies

Legnano is a fast-moving melee. Both sides have mounted units and neither side has archers. Few obstacles stand in the way of maneuvering by either side, allowing for flanking and rearguard actions by both sides.

The Map

Legnano is possessed of gentle rolling hill and farmland with open grass. You could not ask for better terrain for cavalry to fight on. The advantage goes to Barbarossa's forces, who have greater numbers of cavalry, but the light cavalry of the Lombard League makes good use of the terrain as well.



KEY

A	Peasants
B	Warriors
C	Footmen
D	Polearmsmen
E	Swordsmen
F	Nobles
G	Light Cavalry
H	Cavalry
I	Crossbowmen
J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
O	Godendag
P	Swiss Pikemen
Q	Welsh Longbow
R	Genoese Crossbow
S	Garrison Spearmen
T	Garrison Footmen
U	Garrison Swordsmen
V	Garrison Crossbow
W	Garrison Bow
X	Battering Ram
Y	Ballista
Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower



Lombard League

With the exception of your nobles, your army is made up of light troops. With these you must face off against the enemy's heavy cavalry. Maneuverability is your key to victory. Your light cavalry need to hit at the right time from the right direction to have a chance at victory.

Early in the Battle

The enemy cavalry can close on your position quickly, so be prepared. Link up your polearmsmen companies and get them into phalanx formation. Back them up with your nobles, but don't have these valuable units in front to take the initial charge.

Keep your footmen and peasants in reserve and send them in where they are most needed. Consider using the peasants as "airbags" to cushion the initial force of the enemy cavalry charge.

Have your light cavalry companies stick together and stay out of range of the enemy until they engage your main force.

As the Battle Progresses

After the enemy engages your infantry, it's time for the light cavalry to strike. Maneuver them behind the engaged enemy cavalry, then charge them. Light cavalry can take down their tougher brethren if they are attacking unopposed.

Frederick Barbarossa

With the exception of a single company of polearmsmen, your army consists of light and heavy cavalry. This is a deadly force for any enemy infantry, even the polearmsmen of the Lombard League. However, exercise caution so you the Lombard League doesn't lure you into a trap. Your companies move at different speeds, and having them all charge forward at once will cause some of them, such as your polearmsmen, to be left behind.

Early in the Battle

Group your cavalry into a single force and your light cavalry into a second force and spread out the two groups on the map. Move them forward in steps, along with your polearmsmen.

Adjust your position to counter the enemy light cavalry if they get daring and charge one of your companies.

As the Battle Progresses

Your light cavalry companies are fewer in numbers than the enemy's but they still can keep them busy while your cavalry get to work.

Have all four of your cavalry companies charge at the same time, in as concentrated a mass as you can. You will take casualties, but nothing compared to the devastation you will rain upon the enemy's light troops.

Use your polearmsmen to engage the enemy nobles. They won't last long, but they can tie up the noble's attacks long enough for your cavalry to finish them off.

LOMBARD LEAGUE

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Arrigo	Regional	Nobles	15
Rolando	Regional	Light Cavalry	40
John Galeazzo	Common	Light Cavalry	40
Gerard Primiero	Common	Polearmsmen	40
Antonio Del Corno	Common	Polearmsmen	40
Luchino Visconti	Common	Footmen	50
Ludwig von Thurn	Common	Peasants	50

FREDERICK BARBAROSSA

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Frederick Barbarossa	Kingdom	Cavalry	20
Francis Joseph	Common	Cavalry	20
Wolfgang Schutzbar	Common	Cavalry	20
Hartmann von Kirchberg	Common	Cavalry	20
Luitgard von Bickenem	Common	Light Cavalry	20
John Louis	Common	Light Cavalry	20
George William	Common	Polearmsmen	40

Muret, 1213

In the early 1200s, Simon de Montfort waged war on the heretics of southwestern France. Alarmed by de Montfort's growing power, King Peter II of Aragon led an army across the border to the town of Muret and besieged the garrison there. When word reached Simon, he marched on Muret. As Simon drew near, the besieged garrison sallied forth from town and caught the Aragonese forces unprepared. In the resulting slaughter, King Peter II was killed and the French victory was overwhelming.

Muret, 1213 Strategies

Muret is an unusual battlefield that is half siege, half open field. Depending on the initial actions of Aragonese forces, either side can become the attacker or defender, and those roles can switch as the battle progresses.

The Map

Muret has varied terrain. In addition to the walled keep in the corner, there is a town, river, and plentiful swampland to make maneuvering tricky for both sides.

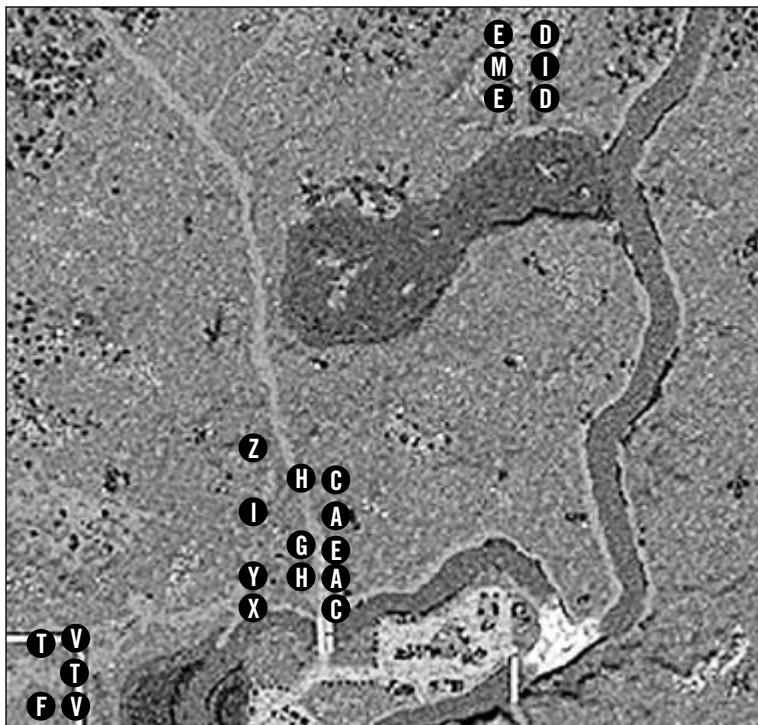
Simon de Montfort IV

You are in the unusual position of having your forces divided between your army in the field and a small group of defenders in the walled keep. The actions you take are dependent on how Peter II's forces engage you.

The keep defenders are no match for enemy army if they concentrate on the keep, nor will your army in the field fare well if the enemy attacks them first, bringing their siege weapons to bear.

KEY

A	Peasants
B	Warriors
C	Footmen
D	Polearmsmen
E	Swordsman
F	Nobles
G	Light Cavalry
H	Cavalry
I	Crossbowmen
J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
O	Godendag
P	Swiss Pikemen
Q	Welsh Longbow
R	Genoese Crossbow
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U	Garrison Swordsman
V	Garrison Crossbow
W	Garrison Bow
X	Battering Ram
Y	Ballista
Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower





Early in the Battle

If the enemy decides to attack the keep, drag out the battle as long as possible. Move the garrison troops off the wall if they bring their catapult and ballista to bear, and force them to come in and get you. Your nobles, backed by the garrison troops, can put up a good fight, especially if the enemy is streaming through a small choke point such as a wall breach.

If the enemy ignores the keep and goes after your army in the field, have your companies in the keep, even the garrison troops, sally forth and wait for the right moment to hit the enemy from behind.

As the Battle Progresses

While the keep is engaged, move up your army in the field, looping around the swamp terrain to speed up the attack. Hit the enemy siege weapons first with your chevaliers, then move in your swordsmen, backed by your nobles.

If the enemy engages you in the open field, bide your time and hit him from the front and the rear at the same time, bringing in the keep's forces to help the main army. Keep your chevaliers out of the main fight and use them to pick off enemy siege weapons and archers.

Peter I

From your starting position outside of the enemy keep, you dictate the direction the battle will take. Decide if you are going to concentrate on the enemy keep or ignore it until you deal with the enemy's army in the field.

Early in the Battle

If you decide to take the enemy keep first, hit it fast with everything you have. Get the door open with your battering ram. Rake the walls with your ballista. If needed, make a breach with the catapult.

The nobles in the keep are formidable, but you can take them down if you force them into engaging your infantry first, then follow up with a cavalry charge.

If you decide to go after the enemy in the field first, move swiftly to intercept them, leading with your infantry and keeping the cavalry on one flank and the siege weapons on the other. Get in some shots with the ballista at long range, but be careful not to take out your own soldiers.

Keep an eye out for the enemy companies from the keep. Turn away from the keep as a feint to draw them out, then catch them outside of the walls.

As the Battle Progresses

After the keep falls, get some of your troops up on the walls and force the enemy to retake it. He has no siege weapons and will be forced to send men up on the walls.

After you engage the main force, use your cavalry and light cavalry to charge on their flanks. If they are still functioning, use your siege ballista and catapult to soften up the enemy. Have your peasants engage the enemy chevaliers or nobles, then fire at the melee. You'll kill some of your own, but they are much less valuable troops.

SIMON DE MONTFORT IV

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Simon de Montfort IV	Kingdom	Chevalier	30
Guy de Montfort	Regional	Swordsmen	30
Cleofred de Cruys	Common	Nobles	20
Bouchard de Marly	Common	Swordsmen	30
Guillamue de Barres	Common	Polearmsmen	30
Guillamue de Contres	Common	Polearmsmen	30
Alain de Roucy	Common	Crossbowmen	30
Janis le Forstal	Garrison Captain	Garrison Footmen	10
Nicholas de Nogent	Garrison Captain	Garrison	10
		Crossbowmen	
Robin le Wyse	Garrison Captain	Garrison	10
		Crossbowmen	
Duran de Broy	Garrison Captain	Garrison	10
		Crossbowmen	

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PETER II

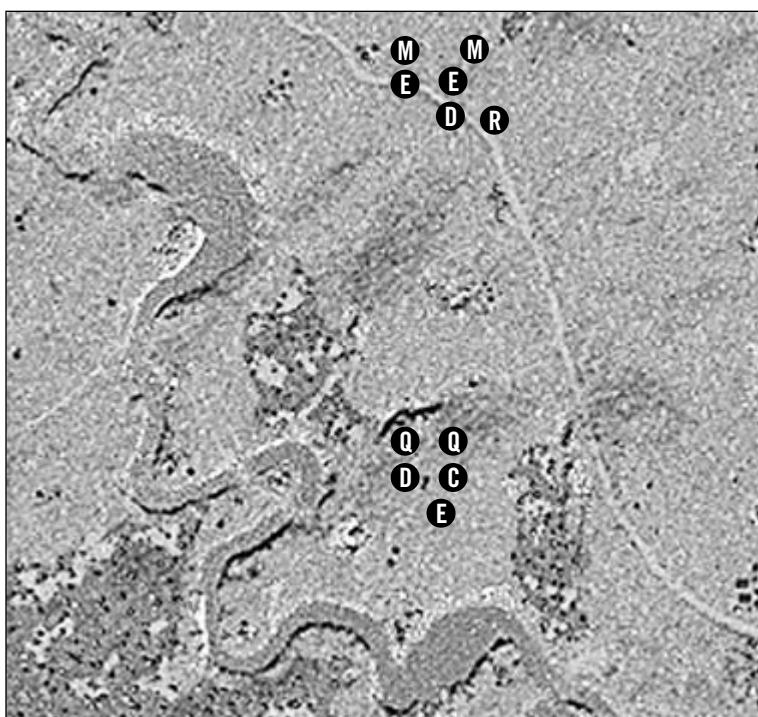
NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Peter II	Kingdom	Cavalry	25
Roger de Foix	Regional	Cavalry	25
Bernard de Comminges	Common	Swordsmen	40
Raymond de Toulouse	Common	Light Cavalry	30
Gomez de Luna	Common	Crossbowmen	25
Paques de Burgo	Common	Footmen	30
Sebastiano de la Haye	Common	Footmen	30
Bernard de Castelbisbal	Common	Peasants	50
Huges de Mataplana	Common	Peasants	50
Cecilio de Buch	Siege Engineer	Ballista	1
Aldino Martin	Siege Engineer	Catapult	1
Domenico de Bran	Siege Engineer	Battering Ram	1

Poitiers, 1356

In 1356, Edward, the Black Prince of England, launched a raid into French lands to loot and burn. When the French forces under King Jean II caught up with Edward, the prince Jean cut off Edward's army near Poitiers. Outnumbered and with no escape, he deployed his archers and prepared to fight. Although the fighting was fierce, the French attack was unable to breach the English defenses and the French nobles broke and ran. Outraged by his countrymen, the chivalrous King Jean charged, only to be caught in a trap. Outflanked and outfought, the English captured Jean. The French lost the battle.

Poitiers, 1356 Strategies

Poitiers is another engagement between archers and cavalry, but on a smaller scale than either Crecy or Agincourt. However, the same strategies



KEY

- A Peasants
- B Warriors
- C Footmen
- D Polearmsmen
- E Swordsmen
- F Nobles
- G Light Cavalry
- H Cavalry
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- K Highlanders
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- Y Ballista
- Z Catapult
- aa Mangonel
- bb Trebuchet
- cc Siege Tower



apply, with the English trying to protect their archers while the French attempt to destroy them.

The Map

Poitiers is a hilly map that is split down the middle by a river. The English, with the river to one side and scrub to the other, are in a good defensive position. The French have few options other than a direct assault.

Edward, the Black Prince

You have a small army, just five companies, with only one company of polearmsmen to dissuade the enemy cavalry. However, your two companies of Welsh longbowmen can wreak havoc with the enemy, if you can keep them alive long enough to do so.

Early in the Battle

The hill on which your forces start the battle is a perfect place to defend from, but you need to move your companies around. Survivability is the key to victory, so keep your companies in box formation so that as few as possible engage the enemy at one time. This slows down the rate at which they die, allowing them to shield the archers longer.

If the enemy refuses to engage and you decide to bring the battle to them, arrange your companies in the same defensive formation, and slowly bring them forward, turning to counter any flanking maneuvers by the enemy chevaliers.

As the Battle Progresses

The enemy chevaliers are powerful but few. You will lose some infantry to their initial charge, but then your archers will make short work of them. Surviving the enemy's two large companies of swordsmen would be more difficult. It's a war of attrition, with your swordsmen and polearmsmen sacrificing themselves so the archers can do their work.

Don't overlook the fact that the enemy has archers too. Counter the enemy crossbowmen with your footmen, bringing them around the right flank and hitting them after they are set up and firing on your troops.

King Jean II

While your chevaliers are certain to draw attention and distract the enemy, they are merely support units in this battle. The bulk of your force is concentrated in two large companies of swordsmen. These soldiers stand up best to the enemy archers and will lead your attack.

Early in the Battle

Lead the attack with your swordsmen in shield wall formation, with your polearmsmen and Genoese crossbowmen behind. The chevaliers should stay on the flanks until the enemy archers and infantry engage the swordsmen. March into the heart of the enemy. You will lose a few swordsmen along the way, but not many. Once in range, charge the enemy lines.

As the Battle Progresses

After your swordsmen engage the enemy, have the chevaliers loop around and get to the enemy archers. If they are too well-protected, charge the engaged front lines instead and add your might to that of the swordsmen.

While this is going on, have your secret weapon, the Genoese crossbowmen, advance into range and set up their mantlets. They can fire on the enemy archers in safety. Hold your polearmsmen back to protect this valuable asset.

EDWARD, THE BLACK PRINCE

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Prince Edward	Kingdom	Swordsmen	40
Earl of Kent	Regional	Welsh Longbowmen	30
Earl of Salisbury	Regional	Welsh Longbowmen	30
Earl of Oxford	Regional	Polearmsmen	40
Captal de Buch	Common	Footmen	25

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JEAN II

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Jean II	Kingdom	Swordsmen	50
Le Dauphin	Kingdom	Swordsmen	50
Clermont	Regional	Chevalier	10
Audrehem	Regional	Chevalier	10
Duc de Orleans	Common	Polearmsmen	40
Antonio Panciera	Common	Genoese Crossbowmen	15

Stamford Bridge, 1066

In 1066, Harold of Wessex, having claimed the English throne, was invaded from both the north and the south. In the south, Duke William was raising an army in Normandy, but the immediate threat came from the north. In the last gasp of the Viking age, King Harald of Norway landed an army of Norsemen near York. With his army, Harold

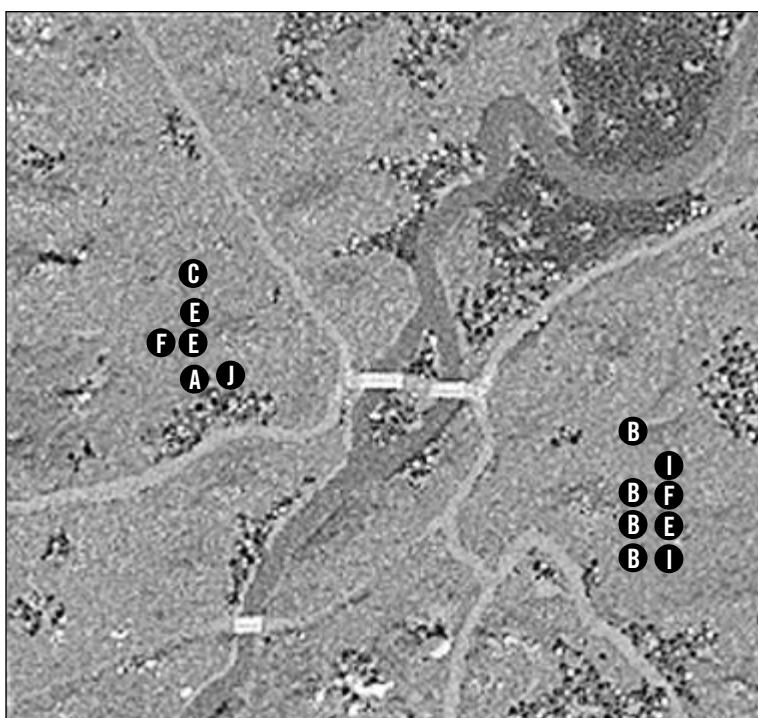
rushed north to crush the Viking threat and surprised the Vikings resting near Stamford Bridge. It was a hard fought battle, but the tide turned when an arrow killed King Harald Sigurdsson. Never again would the Vikings be a threat to England.

Stamford Bridge, 1066 Strategies

Stamford Bridge centers around the river dividing the map and the bridges that cross it. The battle comes down to these choke points and who can manage them the best. The strategy for each side is different.

The Map

The Stamford bridge map has open, easy-to-navigate terrain, other than the river. There are two options for crossing the river: a series of two



KEY

- A Peasants
- B Warriors
- C Footmen
- D Polearmsmen
- E Swordsmen
- F Nobles
- G Light Cavalry
- H Cavalry
- I Crossbowmen
- J Bowmen
- K Highlanders
- L Gallowglass
- M Chevalier
- N Teutonic Knights
- O Godendag
- P Swiss Pikemen
- Q Welsh Longbow
- R Genoese Crossbow
- S Garrison Spearmen
- T Garrison Footmen
- U Garrison Swordsmen
- V Garrison Crossbow
- W Garrison Bow
- X Battering Ram
- Y Ballista
- Z Catapult
- aa Mangonel
- bb Trebuchet
- cc Siege Tower



bridges with a small island in the center of the map or a shorter bridge farther down the river.

Harold Godwinson

Your army, while possessed of superior infantry and archers, is smaller by two companies. To take away this size advantage, attempt to force the battle resolution by the bridges. Do not cross and face the faster, more numerous enemy forces without this terrain advantage.

Early in the Battle

Keep an eye on the enemy and see which bridge they move toward. If the enemy holds back, wait him out. If he divides his forces, focus your defense on the largest body of enemy troops.

After the enemy begins to cross, set up your swordsmen as a blockade on your side of the bridge. Keep your nobles nearby to help against the lead enemy company after you engage them.

As the Battle Progresses

Keep your swordsmen and nobles engaged with the enemy as they try to cross, with your archers using their superior range to pick off the enemy crossbowmen.

Keep your footmen and peasants on guard to halt the advance of any enemy companies crossing at the second bridge. Keep them in reserve for this purpose until you are certain all the enemy companies have been engaged, then send these reservists in to mop up.

Harald Sigurdsson

The enemy has good troops, but you have them beat both in numbers and in speed. Use both to your advantage by hitting the enemy from two sides at once.

Early in the Battle

Move the bulk of your army up to the center bridge and wait for a while on your side. Give the enemy the chance to come to you and if they do,

crush them with your superior numbers as they cross the bridge.

Assuming they do not take the bait, cross over, with your swordsmen in the lead, backed by your nobles and crossbowmen.

Meanwhile have at least two companies of warriors dash for the smaller bridge and prepare to hit the enemy from behind. Do not fully engage the enemy on the main bridge until these warrior companies are ready to cross.

Hit the enemy front ranks with your swordsmen and nobles while your crossbowmen set up on the center island with their mantlets and soften up the enemy front lines.

After you engage the enemy, send your secondary force of warriors in to flank the enemy, targeting their bowmen first and the engaged enemy swordsmen second.

HAROLD GODWINSON

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Harold Godwinson	Kingdom	Nobles	10
John de Vescy	Regional	Footmen	40
Peter fitz Herbert	Common	Swordsmen	25
John de Warrenne	Common	Swordsmen	25
Radulph Basset	Common	Bowmen	15
William of Huntingfield	Common	Peasants	40

HARALD SIGURDSSON

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Harald Sigurdsson	Kingdom	Nobles	10
Tostig Godwinson	Regional	Swordsmen	30
Eystein Orri	Regional	Warriors	50
Heinrich von Kraluck	Common	Crossbowmen	15
Henry Jasomirgott	Common	Crossbowmen	15
Andobald Jobst	Common	Warriors	30
Frederick Rontooth	Common	Warriors	30
Ferdinand Albert	Common	Warriors	30

Stirling Bridge, 1297

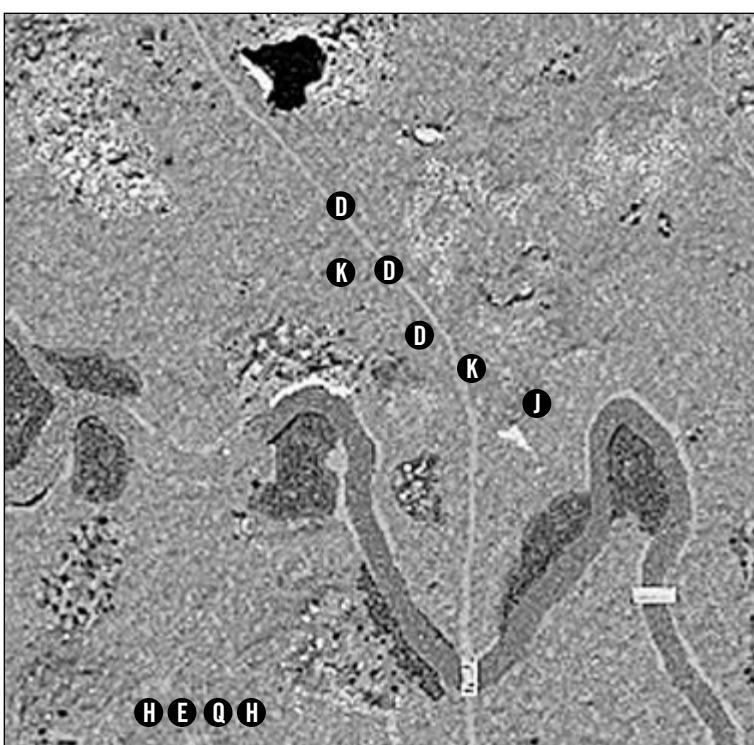
Stirling Bridge was the first and greatest military victory of the legendary Scotsman William Wallace, when he faced an English army led by the Earl of Surrey. When the two armies came within sight of one another, they were on opposite sides of the Stirling Bridge. Overconfident to the point of arrogance, the earl ignored a large ford farther down river and ordered his men to attack across the narrow bridge. When half the English forces had crossed the bridge, Wallace charged down upon them. The Scots, using long spears, impaled the hapless English riders. In the aftermath, Scotland nearly drove off the English forces. The war was not over, but Stirling Bridge was the first victory in the road to Scottish independence.

Stirling Bridge, 1297 Strategies

Stirling Bridge can be a deadly map for either army if it makes a mistake or allows its movements to be countered. The long winding river that divides the map has only two crossing points and either can become a trap if not correctly negotiated. While this battle may seem like a stalemate with both sides refusing to commit, someone has to make the first move, so plan carefully!

The Map

Unless one player chooses to allow the other to cross safely, the battle for Stirling Bridge centers along the riverbanks. Armies can cross at either the bridge or the ford. Each has its drawbacks. The bridge is narrower, but the terrain around it



KEY

A	Peasants
B	Warriors
C	Footmen
D	Polearmsmen
E	Swordsmen
F	Nobles
G	Light Cavalry
H	Cavalry
I	Crossbowmen
J	Bowmen
K	Highlanders
L	Gallowglass
M	Chevalier
N	Teutonic Knights
O	Godendag
P	Swiss Pikemen
Q	Welsh Longbow
R	Genoese Crossbow
S	Garrison Spearmen
T	Garrison Footmen
U	Garrison Swordsmen
V	Garrison Crossbow
W	Garrison Bow
X	Battering Ram
Y	Ballista
Z	Catapult
aa	Mangonel
bb	Trebuchet
cc	Siege Tower

is clear. The ford allows more units to cross at one time but has swampland on one side, which slows movement.

William Wallace

With a combination of anti-cavalry polearmsmen and a large force of fast moving highlanders, you do your best fighting on the open field. You have a two-company advantage, so make use of it, positioning yourself to hit the enemy when they are least ready for it. That may mean an ambush as they cross the bridge or ford or it may mean a quick maneuver to cross whatever choke point they ignore. The important thing is to not get sucked into a head-to-head battle.

Early in the Battle

Either hold your ground or move toward one of the choke points. Do not wander into range of the enemy's Welsh longbowmen. Keep the enemy guessing by moving your highlanders around, and wait for a chance to strike at his archers. If you catch a single company away from the main army during a river crossing, rush in and take them out.

As the Battle Progresses

Your polearmsmen need to maneuver to counter the enemy cavalry wherever they go. He's going to try to use his cavalry to wipe out your highlanders and bowmen. Lure his cavalry to your polearmsmen by baiting them with your highlanders.

Earl of Surrey

The enemy has two more companies than you do, but you have all the power you need to defeat him. It's all a matter of keeping your cavalry on the move and one step ahead of the enemy.

Early in the Battle

Have your cavalry dash for the ford and cross. You should beat the enemy to the crossing. After you are in the open field, maneuver your cavalry to strike at the enemy's highlanders and bowmen while avoiding the slower-moving polearmsmen.

As the Battle Progresses

How you play out the battle depends on your opponent's strategy. If he is aggressive, use your cavalry to outflank him, cutting down his highlanders and bowmen while your swordsmen, protected by the Welsh longbowmen, deal with the polearmsmen. If the enemy keeps his army bunched together and waits for your assault, hold the cavalry in reserve and move the swordsmen forward in a shield wall formation with the Welsh longbowmen behind. Keep at a distance and pepper the enemy with arrows until he engages you. Then, after he is committed, send in your cavalry on the flanks to finish the work.

WILLIAM WALLACE

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
William Wallace	Kingdom	Highlanders	50
Andrew de Moray	Regional	Polearmsmen	30
Doles Mackintosh	Common	Bowmen	30
James Stewart	Common	Highlanders	50
Earl of Lennox	Common	Polearmsmen	30
Colyear Robertson	Common	Polearmsmen	30

EARL OF SURREY

NAME	KNIGHT LEVEL	SOLDIER TYPE	COMPANY SIZE
Earl of Surrey	Regional	Cavalry	30
Hugh de Cressingham	Regional	Cavalry	30
Owain ap Gruffydd	Common	Welsh Longbowmen	30
John de Warrenne	Common	Swordsmen	50



Appendix 1: Master Order Table

The Master Order Table lists all order vassals that appear in the scenarios. Each entry presents complete information about the listed vassal including special abilities and requirements.

Vassals listed in the scenario tables can be found here by ID number.

Special Abilities

This column lists all of the vassal's special abilities. When the vassal has additional companies or siege weapons, these are listed by type. The information in parentheses after the unit type

gives the company's starting size, maximum size, and whether this is a splash ability. For other abilities, the information in parentheses is the ability level and, again, the splash extent of the ability.

Splash is noted as:

A—affects all companies in the same army

P—affects one parcel

C—affects one company

K—affects all parcels in one kingdom

R—affects all parcels in one region

All—affects all parcels owned by the player

VASSAL KEY

A	Army	All	All Owned Parcels
P	Parcel	Kn	Knight
C	Company	Cl	Clergy
K	Kingdom	Bu	Burgher
R	Region	Co	Common

GUILD AND ORDER VASSALS W/ REQUIREMENTS

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1947	Herman Banker	Bu	R	Banker's Guild	—	Financier (2/K), Negotiator: Retainers (3/P), Negotiator: Retainers (4/P)	Honor > 4, 5,000 Crowns
1948	Valentina Banker	Bu	R	Banker's Guild	—	Financier (2/K), Negotiator: Retainers (3/P), Negotiator: Retainers (4/P)	Honor > 4, 5,000 Crowns
1949	Theobald Banker	Bu	R	Banker's Guild	—	Financier (2/K), Negotiator: Retainers (3/P), Negotiator: Retainers (4/P)	Honor > 4, 5,000 Crowns
1950	Guildmaster Borgianni	Bu	Co	Banker's Guild	—	Financier (4/All), Negotiator: Retainers (3/P), Negotiator: Retainers (4/P)	Honor > 5, 5,000 Crowns, Place 3 Bankers
1951	Hubert Banker	Bu	Co	Banker's Guild	—	Financier (2/K), Negotiator: Retainers (3/P), Negotiator: Retainers (4/P)	Honor > 4, 5,000 Crowns
1952	Colin Banker	Bu	Co	Banker's Guild	—	Financier (2/K), Negotiator: Retainers (3/P), Negotiator: Retainers (4/P)	Honor > 4, 5,000 Crowns
1923	William Smith	Bu	Co	Blacksmith's Guild	—	Armorer (2/K), Negotiator: Retainers (1/P)	Honor > 4, Control 15 Fiefs
1924	Guildmaster Albrecht	Bu	Co	Blacksmith's Guild	—	Armorer (4/All), Negotiator: Retainers (1/P)	Honor > 5, Control 15 Fiefs, Place 3 Blacksmiths

Appendix 1: Master Order Table

GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1925	Napoleon Smith	Bu	Co	Blacksmith's Guild	—	Armorer (2/K), Negotiator: Retainers (1/P)	Honor > 4, Control 15 Fiefs
1926	Duncan Smith	Bu	R	Blacksmith's Guild	—	Armorer (2/K), Negotiator: Retainers (1/P)	Honor > 4, Control 15 Fiefs
1927	Maximilian Smith	Bu	R	Blacksmith's Guild	—	Armorer (2/K), Negotiator: Retainers (1/P)	Honor > 4, Control 15 Fiefs
1928	Patrick Smith	Bu	R	Blacksmith's Guild	—	Armorer (2/K), Negotiator: Retainers (1/P)	Honor > 4, Control 15 Fiefs
1941	Witte Brewer	Bu	Co	Brewer's Guild	—	Loyalty (2/K), Financier (3/P)	Honor > 4, Place 7 Farms
1942	Gunther Brewer	Bu	R	Brewer's Guild	—	Loyalty (2/K), Financier (3/P)	Honor > 4, Place 7 Farms
1943	Jeanne Brewer	Bu	R	Brewer's Guild	—	Loyalty (2/K), Financier (3/P)	Honor > 4, Place 7 Farms
1944	Wilbrand Brewer	Bu	R	Brewer's Guild	—	Loyalty (2/K), Financier (3/P)	Honor > 4, Place 7 Farms
1945	Guildmaster Brian Brewer	Bu	Co	Brewer's Guild	—	Loyalty (4/All), Financier (3/P)	Honor > 5, Place 7 Farms, Place 3 Brewers
1946	Donald Brewer	Bu	Co	Brewer's Guild	—	Loyalty (2/K), Financier (3/P)	Honor > 4, Place 7 Farms
1917	Guildmaster Arnold Carpenter	Bu	Co	Carpenter's Guild	—	Negotiator: Siege Engineers (4/All), Trebuchet (1/R)	Honor > 5, Survive 5 Sieges, Place 3 Carpenters
1918	Gregorio Carpenter	Bu	R	Carpenter's Guild	—	Negotiator: Siege Engineers (2/K), Battering Ram (1/R)	Honor > 4, Survive 5 Sieges
1919	Rainald Carpenter	Bu	R	Carpenter's Guild	—	Negotiator: Siege Engineers (2/K), Siege Tower (1/R)	Honor > 4, Survive 5 Sieges
1920	Egbert Carpenter	Bu	Co	Carpenter's Guild	—	Negotiator: Siege Engineers (2/K), Mangonel (1/R)	Honor > 4, Survive 5 Sieges
1921	Aedh Carpenter	Bu	Co	Carpenter's Guild	—	Negotiator: Siege Engineers (2/K), Ballista (1/R)	Honor > 4, Survive 5 Sieges
1922	Clemens Carpenter	Bu	R	Carpenter's Guild	—	Negotiator: Siege Engineers (2/K), Catapult (1/R)	Honor > 4, Survive 5 Sieges
1935	Gerard Mason	Bu	Co	Stonemason's Guild	—	Architect (1/K), Builder (2/K)	Honor > 4, Place 4 Castles
1936	Vincent Mason	Bu	R	Stonemason's Guild	—	Architect (1/K), Builder (2/K)	Honor > 4, Place 4 Castles
1937	Guildmaster Hugh Mason	Bu	Co	Stonemason's Guild	—	Architect (3/All), Builder (3/All)	Honor > 5, Place 4 Castles, Place 3 Stonemasons
1938	Thomas Mason	Bu	R	Stonemason's Guild	—	Architect (1/K), Builder (2/K)	Honor > 4, Place 4 Castles
1939	Ludolf Mason	Bu	R	Stonemason's Guild	—	Architect (1/K), Builder (2/K)	Honor > 4, Place 4 Castles
1940	John Mason	Bu	Co	Stonemason's Guild	—	Architect (1/K), Builder (2/K)	Honor > 4, Place 4 Castles
1929	Robert Wright	Bu	R	Wainright's Guild	—	Farmer (1/K), Industrious (1/K)	Honor > 4, Place 6 Towns
1930	Engelbert Wright	Bu	R	Wainright's Guild	—	Farmer (1/K), Industrious (1/K)	Honor > 4, Place 6 Towns
1931	Laurence Wright	Bu	R	Wainright's Guild	—	Farmer (1/K), Industrious (1/K)	Honor > 4, Place 6 Towns
1932	Guildmaster Wright	Bu	Co	Wainright's Guild	—	Farmer (3/All), Industrious (3/All)	Honor > 5, Place 6 Towns, Place 3 Wainrights

Appendix 1: Master Order Table

GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1933	Anton Wright	Bu	Co	Wainright's Guild	—	Farmer (1/K), Industrious (1/K)	Honor > 4, Place 6 Towns
1934	Kuno Wright	Bu	Co	Wainright's Guild	—	Farmer (1/K), Industrious (1/K)	Honor > 4, Place 6 Towns
46	Abbot Ordericus Vitalis	Cl	Co	Benedictine Monk	—	Financier (1/K), Luck (1/R)	Christianity > 4, Control a Level 4 City
93	Abbot Gauzlin	Cl	R	Benedictine Monk	—	Financier (1/K), Luck (1/R)	Christianity > 4, Control a Level 4 City
95	Grand Abbot Suger	Cl	Co	Benedictine Monk	—	Financier (3/All), Luck (1/K), Saintly	Christianity > 5, Control a Level 4 City, Place 3 Benedictines
175	Abbess Heloise	Cl	R	Benedictine Monk	—	Financier (1/K), Luck (1/R)	Christianity > 4, Control a Level 4 City
242	Abbot Peter the Venerable	Cl	Co	Benedictine Monk	—	Financier (1/K), Luck (1/R)	Christianity > 4, Control a Level 4 City
929	Abbot Donat O'Haingly	Cl	R	Benedictine Monk	—	Financier (1/K), Luck (1/R)	Christianity > 4, Control a Level 4 City
401	Abbot Arnaud-Amaury	Cl	R	Cistercian Monk	—	Farmer (1/K), Seneschal (1/R)	Christianity > 4, Control a Level 4 Manor House
402	Saint Bernard de Clairvaux	Cl	Co	Cistercian Monk	—	Farmer (3/All), Seneschal (2/K), Saintly	Christianity > 5, Control a Level 4 Manor House, Place 3 Cistercians
707	Abbot Evermore	Cl	R	Cistercian Monk	—	Farmer (1/K), Seneschal (1/R)	Christianity > 4, Control a Level 4 Manor House
941	Abbot Felix O'RuDain	Cl	Co	Cistercian Monk	—	Farmer (1/K), Seneschal (1/R)	Christianity > 4, Control a Level 4 Manor House
949	Abbot Ailbe O'Molloy	Cl	Co	Cistercian Monk	—	Farmer (1/K), Seneschal (1/R)	Christianity > 4, Control a Level 4 Manor House
1094	Abbess Margaret Home	Cl	R	Cistercian Monk	—	Farmer (1/K), Seneschal (1/R)	Christianity > 4, Control a Level 4 Manor House
883	Abbot Walter Malclerk	Cl	R	Dominican Monk	—	Industrious (1/K), Devotion (2/P)	Christianity > 4, Control a Level 4 Cathedral
1908	Abbot Albertus Magnus	Cl	R	Dominican Monk	—	Industrious (1/K), Devotion (2/P)	Christianity > 4, Control a Level 4 Cathedral
1909	Abbot Thomas Aquinas	Cl	R	Dominican Monk	—	Industrious (1/K), Devotion (2/P)	Christianity > 4, Control a Level 4 Cathedral
1910	Abbess Catherine di Siena	Cl	Co	Dominican Monk	—	Industrious (1/K), Devotion (2/P)	Christianity > 4, Control a Level 4 Cathedral
1912	Saint Dominic	Cl	Co	Dominican Monk	—	Industrious (3/All), Devotion (2/K), Crusader	Christianity > 5, Control a Level 4 Cathedral, Place 3 Dominicans

**GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED**

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1913	Abbot Jordan of Saxony	Cl	Co	Dominican Monk	—	Industrious (1/K), Devotion (2/P)	Christianity > 4, Control a Level 4 Cathedral
141	Abbot Christopher	Cl	R	Franciscan Monk	—	Diplomatic Christianity (1), Piety (1)	Christianity > 4, Control a Level 4 Church
294	Abbot Arnaud de Roquetaillade	Cl	R	Franciscan Monk	—	Diplomatic Christianity (1), Piety (1)	Christianity > 4, Control a Level 4 Church
952	Abbot Donogh ó Briain	Cl	R	Franciscan Monk	—	Diplomatic Christianity (1), Piety (1)	Christianity > 4, Control a Level 4 Church
1810	Abbot Roger Bacon	Cl	Co	Franciscan Monk	—	Diplomatic Christianity (1), Piety (1)	Christianity > 4, Control a Level 4 Church
1915	Saint Francis di Assisi	Cl	Co	Franciscan Monk	—	Diplomatic Christianity (1), Piety (5), Saintly	Christianity > 5, Control a Level 4 Church, Place 3 Franciscans
1916	Abbot Peter da Cattaneo	Cl	Co	Franciscan Monk	—	Diplomatic Christianity (1), Piety (1)	Christianity > 4, Control a Level 4 Church
1870	Adam de Irey	Kn	Co	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1871	Roger de Moulins	Kn	Co	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1872	Master Alfonso of Portugal	Kn	Co	Knight Hospitalier	Cavalry 17/35	Loyalty (4/R), Armorer (4/R), Piety (3), Diplomatic Christianity (1), Luck (3/A)	Christianity > 5, Honor > 3, Place 3 Hospitaliers, Survive 20 Minutes
1873	Jean de Villiers	Kn	Co	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1874	Foulques de Villaret	Kn	R	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1875	Gaston de Murols	Kn	Co	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1876	Ermengard d'Asp	Kn	R	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1877	Garnier de Naplous	Kn	Co	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1878	Geoffroy de Duisson	Kn	R	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1879	Jacques de Milli	Kn	Co	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1880	Guerin de Montaigu	Kn	Co	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes

Appendix 1: Master Order Table

GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1881	Bertrand de Thessy	Kn	Co	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1882	Bertrand de Comps	Kn	Co	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1883	Pierre de Viele-Bride	Kn	Co	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1884	Guillaume de Chateuneuf	Kn	R	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1885	Helion De Villeneuve	Kn	R	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1886	Nicolas Lorgne	Kn	Co	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1887	Dieudonne De Gozon	Kn	R	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1888	Odon de Pins	Kn	Co	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1889	Pierre De Corneillan	Kn	R	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1890	Guillaume de Villaret	Kn	Co	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1891	Gerard Tum	Kn	R	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1892	Grand Master Morel	Kn	Co	Knight Hospitalier	Cavalry 20/40	Loyalty (5/R), Armorer (5/R), Piety (5), Diplomatic Christianity (2), Luck (4/A), Saintly	Christianity > 6, Honor > 4, Place 8 Hospitaliers, Control 8 Regions, Survive 30 Minutes
1893	Master Augen de Balben	Kn	Co	Knight Hospitalier	Cavalry 5/40	Loyalty (4/R), Armorer (4/R), Piety (3), Diplomatic Christianity (1), Luck (3/A)	Christianity > 5, Honor > 3, Place 3 Hospitaliers, Survive 20 Minutes
1894	Master Arnold de Comps	Kn	Co	Knight Hospitalier	Cavalry 30/30	Loyalty (4/R), Armorer (4/R), Piety (3), Diplomatic Christianity (1), Luck (3/A)	Christianity > 5, Honor > 3, Place 3 Hospitaliers, Survive 20 Minutes
1895	Master Gilbert D'Assaily	Kn	Co	Knight Hospitalier	Cavalry 17/35	Loyalty (4/R), Armorer (4/R), Piety (3), Diplomatic Christianity (1), Luck (3/A)	Christianity > 5, Honor > 3, Place 3 Hospitaliers, Survive 20 Minutes
1896	Geofroy le Rat	Kn	Co	Knight Hospitalier	Cavalry 5/30	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
1897	Hughes de Revel	Kn	Co	Knight Hospitalier	Cavalry 20/20	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes

**GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED**

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1898	Richard Caracciolo	Kn	Co	Knight Hospitalier	Cavalry 12/25	Loyalty (3/R), Armorer (3/R), Piety (1)	Christianity > 4, Honor > 2, Survive 10 Minutes
124	Bernard de Comminges	Kn	R	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
292	Henri de Rodez	Kn	R	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
553	Maître de Templiers	Kn	R	Knight Templar	Cavalry 10/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
811	Master Aymeric	Kn	Co	Knight Templar	Cavalry 17/35	Speed (4/A), Quartermaster (3/A), Financier (3/R), Diplomatic Honor (1), Mobility (4/A)	Honor > 5, Christianity > 3, Place 3 Templars, Survive 20 Minutes
1845	Grand Master Dubois	Kn	Co	Knight Templar	Cavalry 20/40	Speed (5/A), Quartermaster (4/A), Financier (4/R), Diplomatic Honor (2), Mobility (5/A), Financier (2/K)	Honor > 6, Christianity > 4, Place 8 Templars, Control 8 Regions, Survive 30 Minutes
1846	Geoffrey de St. Omer	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1847	Payen de Montdidier	Kn	Co	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1848	Archambaud de St. Agnan	Kn	Co	Knight Templar	Cavalry 20/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1849	Geoffrey Bisol	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1850	Robert de Craon	Kn	R	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1851	Everard des Barres	Kn	R	Knight Templar	Cavalry 20/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1852	Bernard de Trmelai	Kn	Co	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1853	Master Andre de Montbard	Kn	Co	Knight Templar	Cavalry 17/35	Speed (4/A), Quartermaster (3/A), Financier (3/R), Diplomatic Honor (1), Mobility (4/A)	Honor > 5, Christianity > 3, Place 3 Templars, Survive 20 Minutes
1854	Bertrand de Blanchefort	Kn	Co	Knight Templar	Cavalry 20/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1855	Philip de Milly	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1856	Arnold de Toroga	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1857	Robert de Sable	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes

Appendix 1: Master Order Table

GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1858	Gilbert Erail	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1859	Philip de Plessiez	Kn	Co	Knight Templar	Cavalry 20/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1860	William de Chartres	Kn	R	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1861	Pedro de Montaigu	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1862	Armond de Perigord	Kn	R	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1863	Richard de Bures	Kn	Co	Knight Templar	Cavalry 20/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1864	Reynald de Vichiers	Kn	Co	Knight Templar	Cavalry 12/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1865	Thomas Berard	Kn	Co	Knight Templar	Cavalry 5/30	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1866	William de Beaujeu	Kn	R	Knight Templar	Cavalry 20/20	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1867	Tibald de Gaudin	Kn	Co	Knight Templar	Cavalry 12/25	Speed (3/A), Quartermaster (2/A), Financier (2/R)	Honor > 4, Christianity > 2, Survive 10 Minutes
1868	Master Jacques de Molay	Kn	Co	Knight Templar	Cavalry 5/40	Speed (4/A), Quartermaster (3/A), Financier (3/R), Diplomatic Honor (1), Mobility (4/A)	Honor > 5, Christianity > 3, Place 3 Templars, Survive 20 Minutes
1869	Master Brian de Jay	Kn	Co	Knight Templar	Cavalry 30/30	Speed (4/A), Quartermaster (3/A), Financier (3/R), Diplomatic Honor (1), Mobility (4/A)	Honor > 5, Christianity > 3, Place 3 Templars, Survive 20 Minutes
443	Gregory Haugh	Kn	R	Teutonic Knight	Teutonic Knights 10/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
585	Walram Wiesbaden	Kn	R	Teutonic Knight	Teutonic Knights 10/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1434	Ludolf van Bun	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1437	Lodewijk van Kinswilre	Kn	Co	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1441	Johan van Hoenhorst	Kn	Co	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/1/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1444	Dietrich von Altenburg	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, House Is Northern Germanic, Survive 10 Minutes



GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1454	Herman van Rijkel	Kn	Co	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1455	Siegfried von Feuchtwangen	Kn	Co	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1458	Hanno von Sangershausen	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1472	Gijsbert van den Goye	Kn	Co	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1477	Gerard van Loon	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1482	Diederik Guldenhoofd	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1483	Burkhard von Schwanden	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1484	Poppo von Osterna	Kn	R	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1486	Hendrick van Alckemade	Kn	R	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1488	Günther von Schwarzenburg	Kn	R	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1489	Lothar von Brunswick	Kn	R	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1490	Karl Bessart	Kn	R	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1492	Antonius van Printhalgen	Kn	R	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1493	Dierik van Wevelhoven	Kn	R	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1494	Gerhard Malberg	Kn	R	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1497	Rutger van Kaldenberg	Kn	Co	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, House Is Northern Germanic, Survive 10 Minutes
1499	Nicolaas van Horne	Kn	Co	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1899	Grandmaster Hermann Von Salza	Kn	Co	Teutonic Knight	Teutonic Knights 20/40	Ferocity (25/A), Bravery (3/A), Teutonic Knights (15/30/C), Crusader, Chivalrous (3)	Chivalry > 6, Christianity > 4, Place 8 Teutonic Knights, Control 8 Regions, Survive 30 Minutes

Appendix 1: Master Order Table

GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
1900	Master Adolf of Holstein	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (10/A), Bravery (2/A), Teutonic Knights (15/30/C), Chivalrous (1)	Chivalry > 5, Christianity > 3, Place 3 Teutonic Knights, Survive 20 Minutes
1901	Master Gottfried von Hohenlohe	Kn	Co	Teutonic Knight	Teutonic Knights 25/25	Ferocity (10/A), Bravery (2/A), Teutonic Knights (25/25/C), Chivalrous (1)	Chivalry > 5, Christianity > 3, Place 3 Teutonic Knights, House Is Northern Germanic, Survive 20 Minutes
1902	Master Heinrich Walpot von Bassenheim	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (10/A), Bravery (2/A), Teutonic Knights (15/30/C), Chivalrous (1)	Chivalry > 5, Christianity > 3, Place 3 Teutonic Knights, Survive 20 Minutes
1903	Master Konrad of Thuringia	Kn	Co	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A), Teutonic Knights (5/35/C), Chivalrous (1)	Chivalry > 5, Christianity > 3, Place 3 Teutonic Knights, House Is Northern Germanic, Survive 20 Minutes
1904	Walter van Papenhoven	Kn	Co	Teutonic Knight	Teutonic Knights 5/35	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1905	Werner Von Orselen	Kn	Co	Teutonic Knight	Teutonic Knights 15/30	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
1906	Winrich von Kniprode	Kn	Co	Teutonic Knight	Teutonic Knights 25/25	Ferocity (5/A), Bravery (2/A)	Chivalry > 4, Christianity > 2, Survive 10 Minutes
2168	Captain Teeling	Kn	Co	Captain	Welsh Longbowmen 10/20	Bravery (1/A), Siege Tower (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 10 Fiefs, Survive 10 Minutes
2169	Captain van Campen	Kn	Co	Captain	Goedendag 12/25	Bravery (1/A), Mangonel (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 4 Regions, Survive 10 Minutes
2170	Captain de Villiers	Kn	Co	Captain	Chevalier 7/15	Bravery (1/A), Battering Ram (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 1 Kingdom, Survive 10 Minutes
2171	Captain Breathnach	Kn	Co	Captain	Gallowglass 12/25	Bravery (1/A), Mangonel (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control a Level 5 Castle, Survive 15 Minutes
2172	Captain Borgo	Kn	Co	Captain	Genoese Crossbowmen 10/20	Bravery (1/A), Siege Tower (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Win 5 Battles, Survive 15 Minutes
2173	Captain Gerung	Kn	Co	Captain	Teutonic Knights 10/20	Bravery (1/A), Siege Tower (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Survive 2 Sieges, Survive 15 Minutes
2174	Captain Makartane	Kn	Co	Captain	Highlanders 12/25	Bravery (1/A), Mangonel (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, 5,000 Crowns, Survive 15 Minutes
2175	Captain Schwarzenberger	Kn	Co	Captain	Swiss Pikemen 12/25	Bravery (1/A), Catapult (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control a Level 4 Manor House, Survive 10 Minutes

**GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED**

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
2323	Captain Black	Kn	Co	Captain	Footmen 20/40	Bravery (1/A), Trebuchet (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 20 Fiefs, Survive 20 Minutes
2324	Captain Boyde	Kn	Co	Captain	Warriors 20/40	Bravery (1/A), Trebuchet (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 8 Regions, Survive 20 Minutes
2325	Captain Cuilennáin	Kn	Co	Captain	Light Cavalry 20/40	Bravery (1/A), Ballista (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 2 Kingdoms, Survive 20 Minutes
2326	Captain Santiago	Kn	Co	Captain	Crossbowmen 20/40	Bravery (1/A), Ballista (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Win 15 Battles, Survive 20 Minutes
2327	Captain Fock	Kn	Co	Captain	Peasants 25/50	Bravery (1/A), Trebuchet (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Survive 5 Sieges, Survive 20 Minutes
2328	Captain Scherer	Kn	Co	Captain	Polearmsmen 20/40	Bravery (1/A), Ballista (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, 15,000 Crowns, Survive 30 Minutes
2329	Captain Wilhelm	Kn	Co	Captain	Swordsmen 12/25	Bravery (1/A), Catapult (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 30 Fiefs, Survive 30 Minutes
2330	Captain Buisson	Kn	Co	Captain	Cavalry 10/20	Bravery (1/A), Battering Ram (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 12 Regions, Survive 30 Minutes
2331	Captain Harding	Kn	Co	Captain	Bowmen 15/30	Bravery (1/A), Catapult (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, Control 3 Kingdoms, Survive 30 Minutes
2332	Captain Faust	Kn	Co	Captain	Nobles 7/15	Bravery (1/A), Battering Ram (1/C), Luck (3/C), Chivalrous (1)	Chivalry > 3, 10,000 Crowns, Survive 30 Minutes
2176	Lieutenant Davidson	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Mangonel (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 2 Captains, Control 10 Fiefs, Win 5 Battles, Survive 20 Minutes
2177	Lieutenant Pierpont	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Siege Tower (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 2 Captains, Control 8 Regions, Survive 10 Minutes
2178	Lieutenant Goldwin	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Catapult (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 4 Captains, Control a Level 4 Manor House, Survive 2 Sieges, Survive 10 Minutes
2179	Lieutenant Koubek	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Ballista (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 4 Captains, Win 10 Battles, Survive 20 Minutes
2333	Lieutenant Godscalck	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Trebuchet (1/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 6 Captains, 5,000 Crowns, Control 4 Regions, Survive 40 Minutes
2334	Lieutenant Taidg	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Mangonel (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 6 Captains, Control 1 Kingdom, Survive 30 Minutes

Appendix 1: Master Order Table

GUILD AND ORDER VASSALS W/ REQUIREMENTS CONTINUED

ID	FIRST NAME	GAME CLASS	POWER LEVEL	ORDER	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
2335	Lieutenant Rossi	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Catapult (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 8 Captains, Survive 5 Sieges, Survive 40 Minutes
2336	Lieutenant Maknab	Kn	Co	Lieutenant	Swordsmen 17/35	Bowmen (15/30/C), Ballista (2/C), Mobility (3/A), Speed (3/A), Bravery (1/A), Chivalrous (3)	Chivalry > 4, Place 8 Captains, Control 12 Regions, Survive 30 Minutes
2193	Marshall John Butler	Kn	Co	Marshall	Nobles 40/40	Welsh Longbowmen (40/40/C), Chevalier (20/20/C), Swordsmen (20/20/R), Trebuchet (3/C), Diplomatic Chivalry (3), Bravery (2/A), Quartermaster (4/A), Speed (4/A)	Chivalry > 5, Honor > 3, Place 2 Lieutenants, Control 1 Kingdom, Survive 20 Minutes
2194	Marshall Granier	Kn	Co	Marshall	Nobles 40/40	Welsh Longbowmen (40/40/C), Chevalier (20/20/C), Swordsmen (20/20/R), Trebuchet (3/C), Diplomatic Chivalry (3), Bravery (2/A), Quartermaster (4/A), Speed (4/A)	Chivalry > 5, Honor > 3, Place 2 Lieutenants, Control 8 Regions, Win 15 Battles, Survive 40 Minutes
2337	Marshall Zeit	Kn	Co	Marshall	Nobles 40/40	Welsh Longbowmen (40/40/C), Chevalier (20/20/C), Swordsmen (20/20/R), Trebuchet (3/C), Diplomatic Chivalry (3), Bravery (2/A), Quartermaster (4/A), Speed (4/A)	Chivalry > 5, Honor > 3, Place 4 Lieutenants, Control 20 Fiefs, Survive 30 Minutes
2338	Marshall Vitalis	Kn	Co	Marshall	Nobles 40/40	Welsh Longbowmen (40/40/C), Chevalier (20/20/C), Swordsmen (20/20/R), Trebuchet (3/C), Diplomatic Chivalry (3), Bravery (2/A), Quartermaster (4/A), Speed (4/A)	Chivalry > 5, Honor > 3, Place 4 Lieutenants, Control 12 Regions, Survive 5 Sieges, Survive 40 Minutes
2195	Constable David Wyse	Kn	Co	Constable	Chevalier 50/50	Welsh Longbowmen (50/50/C), Nobles (20/20/R), Teutonic Knights (50/50/C), Diplomatic Chivalry (4), Bravery (3/A), Quartermaster (5/A), Speed (5/A), Armorer (3/K)	Chivalry > 6, Honor > 4, Place 2 Marshalls, Survive 35 Minutes
2339	Constable Lorens Bachellier	Kn	Co	Constable	Chevalier 50/50	Welsh Longbowmen (50/50/C), Nobles (20/20/R), Teutonic Knights (50/50/C), Diplomatic Chivalry (4), Bravery (3/A), Quartermaster (5/A), Speed (5/A), Armorer (3/K)	Chivalry > 6, Honor > 4, Place 2 Marshalls, Constable David Wyse Is Dead
2340	Constable Hans Schroder	Kn	Co	Constable	Chevalier 50/50	Welsh Longbowmen (50/50/C), Nobles (20/20/R), Teutonic Knights (50/50/C), Diplomatic Chivalry (4), Bravery (3/A), Quartermaster (5/A), Speed (5/A), Armorer (3/K)	Chivalry > 6, Honor > 4, Place 2 Marshalls, Constable Lorens Bachellier Is Dead

Appendix 2:

Special Vassal Master Table

The Special Vassal Master Table lists all special vassals that appear in the scenarios. Each entry presents complete information about the listed vassal, including special abilities and requirements.

Vassals listed in the scenario tables are here by ID number.

Special Abilities

This column lists the vassal's special abilities. When the vassal has additional companies or siege weapons, these are listed by type. The information in parentheses after the unit type gives the

company's starting size, maximum size, and whether it is a splash ability. For other abilities, the information in parentheses is the ability level and the splash extent of the ability.

Splash is noted as:

- A—affects all companies in the same army
- P—affects one parcel
- C—affects one company
- K—affects all parcels in one kingdom
- R—affects all parcels in one region
- All—affects all parcels owned by the player

VASSAL KEY					
A	Army	Co	Common		
P	Parcel	Ki	Kingdom		
C	Company	Kn	Knight		
K	Kingdom	Cl	Clergy		
R	Region	Bu	Burgher		
All	All Owned Parcels	Se	Serf		

SPECIAL VASSALS

ID	NAME	GAME CLASS	POWER LEVEL	TROOP TYPE	SPECIAL ABILITIES	REQUIREMENTS
2101	Hendrick the Pious	Kn	Co	Teutonic Knights 15/30	Genoese Crossbowmen (7/15/C), Luck (5/C)	Christianity > 5, Survive 25 Minutes
2102	Hubert the Pious	Kn	Co	Teutonic Knights 17/35	Bowmen (15/30/C), Farmer (2/R), Luck (5/C)	Christianity > 6, Survive 40 Minutes
2103	Cristo the Pious	Cl	Co	—	Armorer (3/R), Luck (2/R)	Christianity > 5, Survive 25 Minutes
2104	Larlaith the Pious	Cl	Co	—	Diplomatic Christianity (2), Farmer (3/R), Luck (2/R)	Christianity > 6, Survive 40 Minutes
2105	Bernhard the Pious	Se	Co	—	Industrious (3/R), Farmer (1/P)	Christianity > 5, Survive 25 Minutes
2106	Dillon the Pious	Se	Co	—	Farmer (2/R), Garrison Spearmen (20/20/R), Garrison Crossbowmen (20/20/R)	Christianity > 6, Survive 40 Minutes
2107	Walter the Fair	Kn	Co	Swiss Pikemen 17/35	Luck (2/A), Mobility (3/A)	Honor > 6, Survive 45 Minutes

Appendix 2: Special Vassal Master Table

SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2108	Ross the Fair	Kn	Co	Godendag 15/30	Accuracy (20/A)	Honor > 5, Survive 30 Minutes
2109	Gerwyn the Fair	Bu	Co	—	Diplomatic Honor (2), Architect (3/R)	Honor > 6, Survive 45 Minutes
2110	Manovelli the Fair	Bu	Co	—	Renown (3/R)	Honor > 5, Survive 30 Minutes
2111	Dreux the Valiant	Kn	Co	Nobles 12/25	Gallowglass (10/20/C), Tenacity (5/A)	Chivalry > 6, Survive 45 Minutes
2112	Alain the Valiant	Kn	Co	Highlanders 15/30	Ferocity (10/A)	Chivalry > 5, Survive 30 Minutes
2113	Arthur the Just	Kn	Co	Nobles 15/30	Crossbowmen (17/35/C), Armorer (4/R), Trebuchet (1/C)	Chivalry > 6, Honor > 6, Survive 50 Minutes
2114	Chandler the Just	Kn	Co	Chevalier 12/25	Speed (3/A), Industrious (2/R)	Chivalry > 4, Honor > 6, Survive 35 Minutes
2115	Dominic the Just	Kn	Co	Cavalry 15/30	Ferocity (25/C), Tenacity (50/C), Bravery (4/C), Catapult (1/C)	Chivalry > 6, Honor > 4, Survive 35 Minutes
2116	Victor the Just	Kn	Co	Swiss Pikemen 17/35	Loot (2/A), Tenacity (20/A)	Chivalry > 5, Honor > 5, Survive 20 Minutes
2117	Antolin the Righteous	Kn	Co	Genoese Crossbowmen 20/40	Swordsmen (12/25/C), Tenacity (60/C), Accuracy (40/C), Mobility (5/C), Trebuchet (1/C), Luck (5/C)	Chivalry > 6, Christianity > 6, Survive 45 Minutes
2118	Aoghgan the Righteous	Kn	Co	Cavalry 15/35	Light Cavalry (17/35/C), Ferocity (15/C), Architect (3/P), Luck (5/C)	Chivalry > 4, Christianity > 6, Survive 30 Minutes
2119	Omar the Righteous	Kn	Co	Teutonic Knights 17/35	Chevalier (7/15/R), Armorer (3/P), Mobility (3/C), Luck (5/C)	Chivalry > 6, Christianity > 4, Survive 30 Minutes
2120	Bartley the Righteous	Kn	Co	Swiss Pikemen 20/40	Garrison Swordsmen (20/20/P), Garrison Bowmen (20/20/P), Builder (4/P), Ferocity (10/C), Catapult (1/C), Luck (5/C)	Chivalry > 5, Christianity > 5, Survive 15 Minutes
2121	Jacob the Pure	Bu	Co	—	Financier (4/R), Devotion (4/R), Garrison Swordsmen (20/20/P), Garrison Swordsmen (20/20/P)	Christianity > 6, Honor > 6, Survive 45 Minutes
2122	Oscar the Pure	Bu	Co	—	Industrious (3/R), Armorer (2/R)	Christianity > 6, Honor > 4, Survive 30 Minutes
2123	Hagan the Pure	Bu	Co	—	Negotiator: Retainers (5/R), Renown (2/R)	Christianity > 4, Honor > 6, Survive 30 Minutes
2124	Martin the Pure	Bu	Co	—	Diplomatic Christianity (2), Diplomatic Honor (2)	Christianity > 5, Honor > 5, Survive 15 Minutes
2125	Jonas the Pure	Cl	Co	—	Devotion (5/P), Chevalier (10/10/R)	Christianity > 6, Honor > 6, Survive 45 Minutes
2126	Kent the Pure	Cl	Co	—	Seneschal (2/R), Financier (3/R)	Christianity > 6, Honor > 4, Survive 30 Minutes



SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2127	Edouard the Pure	Cl	Co	—	Garrison Bowmen (20/20/R), Industrious (2/R)	Christianity > 4, Honor > 6, Survive 30 Minutes
2128	Shay the Pure	Cl	Co	—	Piety (3), Honorable (3)	Christianity > 5, Honor > 5, Survive 15 Minutes
2129	Henry the True	Kn	Co	Nobles 20/40	Chevalier (10/20/C), Welsh Longbowmen (12/25/C), Teutonic Knights (12/25/C), Luck (5/C)	Chivalry > 6, Christianity > 6, Honor > 6, Survive 50 Minutes
2130	Corwin the True	Kn	Co	Welsh Longbowmen 20/40	Accuracy (30/A), Industrious (5/P), Goedendag (12/25/C), Luck (5/C)	Chivalry > 5, Christianity > 5, Honor > 5, Survive 35 Minutes
2131	Gerard the True	Kn	Co	Highlanders 22/45	Gallowglass (12/25/C), Ferocity (25/A), Mangonel (1/C), Luck (5/C)	Chivalry > 6, Christianity > 4, Honor > 4, Survive 20 Minutes
2132	Welf the True	Kn	Co	Teutonic Knights 20/40	Tenacity (50/A), Swiss Pikemen (12/25/P), Builder (5/P), Luck (5/C)	Chivalry > 4, Christianity > 6, Honor > 4, Survive 20 Minutes
2133	Benno the True	Kn	Co	Chevalier 17/35	Mobility (4/A), Genoese Crossbowmen (10/20/C), Trebuchet (1/C), Luck (5/C)	Chivalry > 4, Christianity > 4, Honor > 6, Survive 20 Minutes
2134	Nigel the Knave	Kn	Co	Gallowglass 15/30	Warriors (15/30/C)	Honor < 3, Survive 35 Minutes
2135	Sully the Knave	Kn	Co	Highlanders 17/35	Light Cavalry (17/35/C), Crossbowmen (17/35/C), Luck (-1/A)	Honor < 2, Survive 50 Minutes
2136	John the Craven	Kn	Co	Genoese Crossbowmen 12/25	Crossbowmen (15/30/C)	Chivalry < 3, Survive 35 Minutes
2137	Roan the Craven	Kn	Co	Welsh Longbowmen 15/30	Bowmen (12/25/C), Bowmen (12/25/C), Loot (-1/A)	Chivalry < 2, Survive 50 Minutes
2138	Klaus the Wicked	Kn	Co	Warriors 22/45	Loot (3/A)	Christianity < 3, Survive 35 Minutes
2139	Grazino the Wicked	Kn	Co	Warriors 25/50	Ferocity (30/C), Tenacity (50/C), Mobility (5/C), Bravery (3/C), Luck (3/C)	Christianity < 2, Survive 50 Minutes
2140	Emery the Wicked	Cl	Co	—	Devotion (4/P), Industrious (3/R)	Christianity < 2, Survive 50 Minutes
2141	Toran the Wicked	Cl	Co	—	Armorer (3/R), Garrison Spearmen (20/20/R)	Christianity < 2, Survive 50 Minutes
2142	Marcel the Wicked	Cl	Co	—	Renown (3/R)	Christianity < 3, Survive 35 Minutes
2143	Malfred the Wicked	Cl	Co	—	Financier (3/R)	Christianity < 3, Survive 35 Minutes
2144	Nicolai the Knave	Bu	Co	—	Financier (5/P), Seneschal (-1/R)	Honor < 3, Survive 35 Minutes
2145	Shaw the Knave	Bu	Co	—	Garrison Bowmen (20/20/R), Garrison Spearmen (20/20/R), Renown (-1/R)	Honor < 2, Survive 50 Minutes
2146	Herbert the Devious	Kn	Co	Light Cavalry 50/50	Light Cavalry (17/35/C), Light Cavalry (17/35/C), Speed (5/C)	Christianity < 2, Honor < 2, Survive 55 Minutes

Appendix 2: Special Vassal Master Table

SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2147	Reinhard the Devious	Kn	Co	Cavalry 15/30	Swordsmen (10/20/C), Bowmen (12/25/C), Quartermaster (-1/A)	Christianity < 3, Honor < 3, Survive 25 Minutes
2148	Nicolas the Devious	Kn	Co	Swordsmen 17/35	Polearmsmen (17/35/C), Crossbowmen (17/35/C), Consumption (-1/C)	Christianity < 2, Honor < 3, Survive 40 Minutes
2149	Xavier the Devious	Kn	Co	Genoese Crossbowmen 15/30	Nobles (5/10/C), Warriors (17/35/C), Scrounger (-1/A)	Christianity < 3, Honor < 2, Survive 40 Minutes
2150	Riogh'bhardan the Barbaric	Kn	Co	Gallowglass 20/40	Highlanders (10/20/C), Welsh Longbowmen (7/15/C), Raider (4/A), Luck (-1/A)	Chivalry < 3, Christianity < 3, Honor < 3, Survive 45 Minutes
2151	Geovani the Barbaric	Kn	Co	Cavalry 20/40	Highlanders (12/25/C), Genoese Crossbowmen (10/20/C), Raider (5/A), Luck (-1/A)	Chivalry < 2, Christianity < 2, Honor < 2, Survive 60 Minutes
2152	Treasurer Hamo Walsh	Bu	Co	—	Financier (3/R), Diplomatic Honor (1)	Honor > 3, Control 4 Regions, Control a Level 4 City, Survive 10 Minutes
2153	Treasurer Amati	Bu	Co	—	Financier (3/R), Diplomatic Honor (1)	Honor > 3, Control 4 Regions, Place 4 Towns, Survive 15 Minutes
2154	Treasurer Stochove	Bu	Co	—	Financier (3/R), Diplomatic Honor (1)	Honor > 3, Control 4 Regions, 5,000 Crowns, Survive 20 Minutes
2156	Sheriff Jean Darley	Kn	Co	Polearmsmen 30/30	Garrison Crossbowmen (20/20/R), Garrison Footmen (20/20/R)	Chivalry > 3, Control 4 Regions, Control a Level 4 Castle, Survive 10 Minutes
2157	Sheriff Simon Bodkin	Kn	Co	Footmen 30/30	Garrison Swordsmen (20/20/R), Garrison Bowmen (20/20/R)	Chivalry > 3, Control 4 Regions, Control a Level 4 Castle, Survive 15 Minutes
2158	Sheriff van den Dale	Kn	Co	Crossbowmen 30/30	Garrison Spearmen (20/20/R), Garrison Crossbowmen (20/20/R)	Chivalry > 3, Control 8 Regions, Control a Level 4 Castle, Survive 20 Minutes
2159	Sheriff John Lawless	Kn	Co	Swordsmen 20/20	Garrison Bowmen (20/20/K), Diplomatic Honor (1)	Chivalry > 3, Control 12 Regions, Control a Level 4 Castle, Survive 25 Minutes
2160	Tax Collector Gautfrid	Kn	Co	Goedendag 15/30	Genoese Crossbowmen (5/10/C), Raider (3/A), Loot (3/A), Financier (1/K), Luck (-1/C), Seneschal (-1/K), Diplomatic Honor (-1), Diplomatic Chivalry (-1)	Honor < 4, Place 4 Towns, Control 4 Regions, Survive 30 Minutes
2161	Sheriff Petri	Kn	Co	Bowmen 25/25	Garrison Spearmen (20/20/K)	Chivalry > 3, Control 4 Regions, Control a Level 4 Castle, Survive 30 Minutes



SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2162	Reeve Earc ó Broin	Se	Co	—	Farmer (2/R), Industrious (2/R), Diplomatic Christianity (1)	Christianity > 2, Control 4 Regions, Food for 16 Knights, Survive 5 Minutes
2163	Reeve Baumschlager	Se	Co	—	Farmer (2/R), Industrious (2/R), Diplomatic Christianity (1)	Christianity > 2, Control 4 Regions, Place 4 Farms, Survive 10 Minutes
2164	Reeve Quint Ouellet	Se	Co	—	Farmer (2/R), Industrious (2/R), Diplomatic Christianity (1)	Christianity > 2, Control 4 Regions, Control a Level 4 Manor House, Survive 15 Minutes
2165	Archbishop Bassett	Cl	Co	—	Diplomatic Christianity (2), Devotion (1/K)	Christianity > 4, Control 4 Regions, Control a Level 4 Cathedral, Survive 5 Minutes
2166	Archbishop Gerbrecht	Cl	Co	—	Diplomatic Christianity (2), Devotion (1/K)	Christianity > 4, Control 8 Regions, Control a Level 4 Cathedral, Survive 10 Minutes
2167	Archbishop Koellerer	Cl	Co	—	Diplomatic Christianity (2), Devotion (1/K)	Christianity > 4, Control 12 Regions, Control a Level 4 Cathedral, Survive 15 Minutes
2180	Chancellor Prendergast	Bu	Ki	—	Financier (4/P), Financier (2/K), Negotiator (1/K), Diplomatic Honor (2), Garrison Bowmen (20/20/C), Garrison Swordsmen (20/20/C), Ballista (2/C)	Honor > 4, Control 8 Regions, Place 8 Towns, Control a Level 4 City, Survive 25 Minutes
2182	Chancellor Roemer	Bu	Ki	—	Financier (4/P), Financier (2/K), Negotiator (1/K), Diplomatic Honor (2), Garrison Bowmen (20/20/C), Garrison Swordsmen (20/20/C), Ballista (2/C)	Honor > 4, Control 8 Regions, Place 8 Towns, Control a Level 4 City, Survive 25 Minutes
2183	Chancellor Gottschalk	Bu	Ki	—	Financier (4/P), Financier (2/K), Negotiator (1/K), Diplomatic Honor (2), Garrison Bowmen (20/20/C), Garrison Swordsmen (20/20/C), Ballista (2/C)	Honor > 4, Control 8 Regions, Place 8 Towns, Control a Level 4 City, Survive 25 Minutes
2184	Chancellor Hillenbrand	Bu	Ki	—	Financier (4/P), Financier (2/K), Negotiator (1/K), Diplomatic Honor (2), Garrison Bowmen (20/20/C), Garrison Swordsmen (20/20/C), Ballista (2/C)	Honor > 4, Control 8 Regions, Place 8 Towns, Control a Level 4 City, Survive 25 Minutes
2185	Chamberlin Talbot	Se	Ki	—	Farmer (4/P), Farmer (1/K), Industrious (2/K), Seneschal (1/K), Diplomatic Christianity (2)	Christianity > 4, Control 8 Regions, Place 8 Farms, Control a Level 4 Manor House, Survive 20 Minutes
2186	Chamberlin Mallery	Se	Ki	—	Farmer (4/P), Farmer (1/K), Industrious (2/K), Seneschal (1/K), Diplomatic Christianity (2)	Christianity > 4, Control 8 Regions, Place 8 Farms, Control a Level 4 Manor House, Survive 20 Minutes

Appendix 2: Special Vassal Master Table

SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2187	Chamberlin Gothardus	Se	Ki	—	Farmer (4/P), Farmer (1/K), Industrious (2/K), Seneschal (1/K), Diplomatic Christianity (2)	Christianity > 4, Control 8 Regions, Place 8 Farms, Control a Level 4 Manor House, Survive 20 Minutes
2188	Chamberlin Drasche	Se	Ki	—	Farmer (4/P), Farmer (1/K), Industrious (2/K), Seneschal (1/K), Diplomatic Christianity (2)	Christianity > 4, Control 8 Regions, Place 8 Farms, Control a Level 4 Manor House, Survive 20 Minutes
2189	Cardinal Donatello	Cl	Ki	—	Diplomatic Christianity (3), Devotion (2/K), Piety (3), Crusader	Christianity > 5, Control 8 Regions, Place 8 Churches, Control a Level 4 Cathedral, Survive 20 Minutes
2190	Cardinal Rousseau	Cl	Ki	—	Diplomatic Christianity (3), Devotion (2/K), Piety (3), Crusader	Christianity > 5, Control 8 Regions, Place 8 Churches, Control a Level 4 Cathedral, Survive 20 Minutes
2191	Cardinal Byrne	Cl	Ki	—	Diplomatic Christianity (3), Devotion (2/K), Piety (3), Crusader	Christianity > 5, Control 8 Regions, Place 8 Churches, Control a Level 4 Cathedral, Survive 20 Minutes
2192	Cardinal Hohenwart	Cl	Ki	—	Diplomatic Christianity (3), Devotion (2/K), Piety (3), Crusader	Christianity > 5, Control 8 Regions, Place 8 Churches, Control a Level 4 Cathedral, Survive 20 Minutes
2196	Champion Anselm	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2197	Champion Laroche	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2198	Champion Boyle	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2199	Champion Weyn	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2200	Champion Rocca	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2201	Champion Kahn	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2202	Champion Aidan	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes
2203	Champion Lustig	Kn	Ki	Swordsmen 20/20	Bravery (1/A), Bravery (3/C), Chivalrous (3), Luck (5/C)	Survive 35 Minutes



SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2204	Raider Koehl	Kn	Co	Light Cavalry 10/20	Light Cavalry (10/20/C), Light Cavalry (10/20/C), Speed (4/C), Quartermaster (4/C), Raider (4/C), Piety (-1)	Raze 5 Buildings, Survive 20 Minutes, Christianity < 5
2205	Raider Osborn	Kn	Co	Light Cavalry 12/25	Light Cavalry (12/25/C), Light Cavalry (12/25/C), Speed (4/C), Quartermaster (4/C), Raider (4/C), Piety (-3)	Raze 10 Buildings, Survive 30 Minutes, Christianity < 4
2206	Raider Hillenbrand	Kn	Co	Light Cavalry 15/30	Light Cavalry (15/30/C), Light Cavalry (15/30/C), Speed (5/C), Quartermaster (5/C), Raider (5/C), Piety (-5), Ferocity (15/C)	Raze 20 Buildings, Survive 40 Minutes, Christianity < 4, Honor < 5
2207	Raider Lamprecht	Kn	Co	Light Cavalry 20/40	Light Cavalry (20/40/C), Light Cavalry (20/40/C), Speed (5/C), Quartermaster (5/C), Raider (5/C), Piety (-10), Ferocity (35/C), Bravery (2/C)	Raze 50 Buildings, Survive 50 Minutes, Christianity < 4, Honor < 4
2208	Vali the Marauder	Kn	Co	Goedendag 12/25	Crossbowmen (15/30/C), Catapult (2/C), Chivalrous (-3)	Raze 5 Fiefs, Survive 35 Minutes, Chivalry < 4
2209	Gunnsteinn the Marauder	Kn	Co	Goedendag 17/35	Footmen (17/35/C), Crossbowmen (17/35/C), Mangonel (3/C), Diplomatic Chivalry (-1)	Raze 10 Fiefs, Survive 45 Minutes, Chivalry < 3
2210	Erwin the Savage	Kn	Co	Warriors 20/40	Speed (3/A), Raider (3/A), Quartermaster (3/A), Ferocity (10/C), Diplomatic Christianity (-1), Piety (-1)	Raze 5 Buildings, Christianity = 1, Survive 20 Minutes
2211	Matzke the Bloody	Kn	Co	Warriors 25/50	Speed (4/A), Raider (4/A), Quartermaster (4/A), Ferocity (30/C), Diplomatic Christianity (-1), Piety (-3)	Raze 10 Buildings, Christianity = 1, Survive 30 Minutes
2212	Maynard the Murderer	Kn	Co	Gallowglass 20/40	Speed (5/A), Raider (5/A), Quartermaster (5/A), Ferocity (10/C), Diplomatic Christianity (-1), Piety (-5)	Raze 20 Buildings, Christianity = 1, Survive 40 Minutes
2213	Meffridus the Enemy of God	Kn	Co	Gallowglass 25/50	Speed (5/A), Raider (5/A), Quartermaster (5/A), Ferocity (25/C), Diplomatic Christianity (-1), Piety (-10)	Raze 50 Buildings, Christianity = 1, Survive 50 Minutes
2214	Agnar Bjarki	Kn	Co	Gallowglass 12/25	Warriors (15/30/C), Loot (4/A)	Raze 5 Churches, Survive 35 Minutes, Christianity < 3
2215	Hrolf Sundafyllir	Kn	Co	Gallowglass 17/35	Gallowglass (7/15/C), Crossbowmen (15/30/C), Loot (5/A)	Raze 10 Churches, Survive 45 Minutes, Christianity < 3
2216	Bjorn Swarta	Kn	Co	Highlanders 12/25	Crossbowmen (15/30/C), Ballista (2/C)	Raze 5 Towns, Survive 35 Minutes, Honor < 3
2217	Knut Thorgot	Kn	Co	Highlanders 17/35	Crossbowmen (15/30/C), Crossbowmen (15/30/C), Ballista (4/C)	Raze 10 Towns, Survive 45 Minutes, Honor < 3

Appendix 2: Special Vassal Master Table

SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2218	Ulfrik the Viking	Kn	Co	Gallowglass 25/50	Welsh Longbowmen (15/30/C), Highlanders (15/30/C), Light Cavalry (10/20/C), Crossbowmen (15/30/C), Siege Tower (2/C), Ballista (2/C), Piety (-15), Honorable (-15)	Raze 5 Towns, Raze 5 Churches, Raze 5 Farms, Christianity = 1, Honor = 1, Chivalry > 5, Survive 60 Minutes
2219	Papal Legate Dufour	Kn	Co	Chevalier 15/30	Devotion (1/AII), Crusader	Place 1 Teutonic Knight, Place 1 Templar, Place 1 Hospitalier, Survive 30 Minutes
2220	Guild Lord Nagle	Bu	Co	—	Financier (1/AII), Diplomatic Honor (3), Garrison Bowmen (20/20/AII), Garrison Swordsmen (20/20/AII), Genoese Crossbowmen (20/20/R)	Place 1 Blacksmith, Place 1 Banker, Place 1 Wainright, Place 1 Carpenter, Place 1 Brewer, Place 1 Stonemason, Survive 30 Minutes
2221	Papal Legate Dumont	Cl	Co	—	Saintly, Diplomatic Christianity (3), Teutonic Knights (15/15/R)	Place 1 Franciscan, Place 1 Benedictine, Place 1 Cistercian, Place 1 Dominican, Survive 30 Minutes
2222	Papal Legate Kavanagh	Kn	Co	Chevalier 15/30	Bravery (3/A), Crusader, Saintly, Chevalier (10/10/R)	Place 1 Franciscan, Place 1 Benedictine, Place 1 Cistercian, Place 1 Dominican, Place 1 Teutonic Knight, Place 1 Templar, Place 1 Hospitalier, Survive 50 Minutes
2223	Bernaba the Victor	Kn	Co	Swordsmen 15/30	Armorer (1/K), Loyalty (1/K), Chivalrous (1)	Win 15 Battles, Survive 20 Minutes
2224	Paul Detlef the Victor	Kn	Co	Swiss Pikemen 20/40	Armorer (2/K), Loyalty (2/K), Chivalrous (3)	Win 30 Battles, Survive 30 Minutes
2225	William the Victor	Kn	Co	Nobles 15/30	Armorer (2/AII), Loyalty (2/AII), Chivalrous (5)	Win 50 Battles, Survive 40 Minutes
2226	Siege Master Leighton	Kn	Co	Swordsmen 15/30	Engineering (1/A), Catapult (1/C), Ballista (1/C), Siege Tower (1/C)	Survive 5 Sieges, Survive 20 Minutes
2227	Siege Master Fitzgerald	Kn	Co	Swordsmen 20/40	Engineering (2/A), Catapult (2/C), Ballista (2/C), Siege Tower (2/C)	Survive 10 Sieges, Survive 30 Minutes
2228	Siege Master Beaulieu	Kn	Co	Swordsmen 25/50	Engineering (3/A), Catapult (4/C), Ballista (4/C), Siege Tower (2/C)	Survive 15 Sieges, Survive 40 Minutes
2229	Teodoro the Wealthy	Bu	Co	—	Diplomatic Honor (1), Honorable (1), Loyalty (3/R)	5,000 Crowns, Survive 20 Minutes
2230	Ralf Claus the Wealthy	Bu	Co	—	Diplomatic Honor (2), Honorable (2), Armorer (3/R)	10,000 Crowns, Survive 30 Minutes
2231	Crispin the Wealthy	Bu	Co	—	Diplomatic Honor (3), Honorable (3), Luck (2/R)	20,000 Crowns, Survive 40 Minutes



SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	SPECIAL ABILITIES	REQUIREMENTS
2232	Pieter the Wealthy	Bu	Co	—	Diplomatic Honor (4), Honorable (4), Crossbowmen (20/20/R)	50,000 Crowns, Survive 50 Minutes
2233	Fabiano the Wealthy	Bu	Co	—	Diplomatic Honor (5), Honorable (5), Saintly	100,000 Crowns, Survive 60 Minutes
2290	Denger the Greedy	Kn	Co	Swordsmen 15/30	Footmen (17/35/C), Financier (-1/R)	Chivalry < 3, 20,000 Crowns, Survive 25 Minutes
2291	Pachet the Wicked	Kn	Co	Polearmsmen 35/35	Ferocity (5/C)	Christianity < 4, Survive 20 Minutes
2292	Gentian the Pious	Kn	Co	Swiss Pikemen 25/25	Architect (2/R), Luck (5/C)	Christianity > 4, Survive 10 Minutes
2293	Tavish the Knave	Kn	Co	Crossbowmen 35/35	Accuracy (15/C)	Honor < 4, Survive 20 Minutes
2294	Obert the Fair	Kn	Co	Swordsmen 20/20	Tenacity (15/C)	Honor > 4, Survive 15 Minutes
2295	Wilfrid the Craven	Kn	Co	Bowmen 20/20	Mobility (2/C)	Chivalry < 4, Survive 20 Minutes
2296	Reginald the Valiant	Kn	Co	Cavalry 15/15	Bravery (2/C)	Chivalry > 4, Survive 15 Minutes
2297	Cobhran the Bastard	Kn	Co	Swordsmen 17/35	Swordsmen (7/15/C), Swordsmen (7/15/C), Ferocity (10/A), Luck (5/C), Luck (-1/A)	Chivalry < 2, Honor < 2, Survive 55 Minutes
2298	Broden the Bastard	Kn	Co	Warriors 45/45	Bowmen (20/20/C), Consumption (1/A), Speed (-1/A)	Chivalry < 2, Honor < 3, Survive 40 Minutes
2299	Gavin the Bastard	Kn	Co	Crossbowmen 45/45	Footmen (35/35/C), Ballista (3/C), Tenacity (-10/A)	Chivalry < 3, Honor < 2, Survive 40 Minutes
2300	Diego the Cruel	Kn	Co	Polearmsmen 50/50	Genoese Crossbowmen (15/15/C), Warriors (30/30/C), Bravery (2/A), Armorer (-1/R)	Chivalry < 2, Christianity < 2, Survive 55 Minutes
2301	Ulrich the Cruel	Kn	Co	Cavalry 25/25	Light Cavalry (30/30/C), Chevalier (10/10/C), Tenacity (-20/A)	Chivalry < 2, Christianity < 3, Survive 40 Minutes
2302	Renier the Cruel	Kn	Co	Nobles 20/20	Goedendag (15/15/C), Ferocity (15/A), Mobility (-1/A)	Chivalry < 3, Christianity < 2, Survive 40 Minutes
2372	Michael	Kn	Co	Teutonic Knights 50/50	Chevalier (50/50/C), Welsh Longbowmen (50/50/C), Goedendag (50/50/C), Genoese Crossbowmen (50/50/C), Nobles (50/50/C), Cavalry (50/50/C), Crusader, Luck (5/C)	Christianity = 7, Honor > 3, Chivalry > 3, Survive 120 Minutes
2373	Raphael	Kn	Co	Teutonic Knights 50/50	Speed (5/A), Ferocity (25/A), Accuracy (25/A), Tenacity (25/A), Mobility (5/A), Bravery (4/A), Quartermaster (5/A), Luck (5/A)	Christianity = 7, Chivalry > 3, Survive 120 Minutes
2374	Gabriel	Kn	Co	Teutonic Knights 50/50	Saintly, Garrison Swordsmen (20/20/K), Garrison Bowmen (20/20/K), Devotion (5/K), Farmer (5/K), Loyalty (5/K), Armorer (5/K), Luck (5/C)	Christianity = 7, Honor > 3, Survive 120 Minutes

Appendix 2: Special Vassal Master Table

SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	SPECIAL ABILITIES	REQUIREMENTS
2375	Uriel	Kn	Co	Teutonic Knights 50/50	Siege Tower (4/C), Battering Ram (4/C), Ballista (4/C), Catapult (4/C), Mangonel (4/C), Trebuchet (4/C), Engineering (3/A), Luck (5/C)	Christianity = 7, Food for 20 Knights, Survive 120 Minutes
2376	Death	Kn	Co	Cavalry 50/50	Warriors (50/50/C), Light Cavalry (50/50/C), Ferocity (30/C), Ballista (4/C), Swordsmen (50/50/C), Bowmen (50/50/C), Luck (5/C)	Christianity = 1, Survive 120 Minutes
2377	War	Kn	Co	Cavalry 50/50	Highlanders (50/50/C), Gallowglass (50/50/C), Warriors (50/50/C), Siege Tower (2/C), Mangonel (4/C), Engineering (3/A), Tenacity (30/C), Luck (5/C)	Christianity = 1, Chivalry = 7, Honor = 1, Survive 120 Minutes
2378	Pestilence	Kn	Co	Cavalry 50/50	Bowmen (50/50/C), Crossbowmen (50/50/C), Polearmsmen (50/50/C), Speed (5/A), Accuracy (30/C), Mobility (5/C), Trebuchet (2/C), Luck (5/C)	Christianity = 1, Honor = 1, Raze 5 Churches, Survive 120 Minutes
2379	Famine	Kn	Co	Cavalry 50/50	Light Cavalry (50/50/C), Crossbowmen (50/50/C), Armorer (5/R), Quartermaster (5/A), Consumption (5/A), Loot (5/A), Raider (5/A), Luck (5/C)	Christianity = 1, Raze 10 Farms, Survive 120 Minutes
2380	Machiavelli	Bu	Co	—	Garrison Swordsmen (20/20/P), Financier (5/K), Good Employer (3/R), Renown (5/K), Garrison Bowmen (20/20/P), Industrious (5/R)	Honor = 7, Chivalry = 1, Survive 120 Minutes
2390	Holy Guardsman Amadeus	Kn	Co	Polearmsmen 35/35	Swordsmen (20/20/C), Crossbowmen (35/35/C), Bravery (2/C), Diplomatic Christianity (2), Luck (5/C), Armorer (5/P), Speed (-1/C), Scrounger (-1/C)	Control a Level 1 Cathedral, Christianity > 4, Chivalry > 3, Survive 5 Minutes
2391	Royal Guardsman Cuthbert	Kn	Co	Swordsmen 20/20	Welsh Longbowmen (15/15/C), Light Cavalry (35/35/C), Luck (5/C), Armorer (5/P), Speed (-1/C), Scrounger (-1/C)	Control a Level 1 Manor House, Christianity > 3, Chivalry > 3, Survive 5 Minutes
2392	Holy Guardsman Nicetas	Kn	Co	Swiss Pikemen 25/25	Teutonic Knights (20/20/C), Genoese Crossbowmen (20/20/C), Bravery (2/C), Diplomatic Christianity (2), Luck (5/C), Armorer (5/P), Speed (-1/C), Scrounger (-1/C)	Control a Level 1 Cathedral, Christianity > 5, Chivalry > 3, Survive 15 Minutes
2393	Holy Guardsman Chlovis	Kn	Co	Chevalier 15/15	Cavalry (20/20/C), Teutonic Knights (20/20/C), Genoese Crossbowmen (20/20/C), Diplomatic Christianity (2), Luck (5/C), Armorer (5/P), Speed (-1/C), Scrounger (-1/C)	Control a Level 1 Cathedral, Christianity > 6, Chivalry > 4, Survive 25 Minutes



SPECIAL VASSALS CONTINUED

ID	Name	Game Class	Power Level	Troop Type	Special Abilities	Requirements
2394	Royal Guardsman McCloud	Kn	Co	Highlanders 25/25	Cavalry (20/20/C), Bowmen (25/25/C), Crossbowmen (40/40/C), Luck (5/C), Armorer (5/P), Speed (-1/C), Scrounger (-1/C)	Control a Level 1 Manor House, Christianity > 4, Chivalry > 4, Survive 15 Minutes
2395	Royal Guardsman Volkwin	Kn	Co	Goedendag 25/25	Cavalry (20/20/C), Swordsmen (25/25/C), Bowmen (25/25/C), Luck (5/C), Armorer (5/P), Speed (-1/C), Scrounger (-1/C)	Control a Level 1 Manor House, Christianity > 5, Chivalry > 5, Survive 25 Minutes
2396	Royal Steward Caitriona	Se	Co	—	Warriors (20/20/R)	Control a Level 1 Manor House, Chivalry > 3, Survive 10 Minutes
2397	Royal Steward Seamus	Se	Co	—	Peasants (30/30/R)	Control a Level 1 Manor House, Christianity > 3, Survive 5 Minutes
2405	Royal Steward Milo	Se	Co	—	Swordsmen (15/15/R)	Control a Level 4 Manor House, Chivalry > 5, Survive 25 Minutes
2406	Royal Steward Bertram	Se	Co	—	Polearmsmen (20/20/R)	Control a Level 4 Manor House, Christianity > 5, Survive 20 Minutes
2407	Legate Bonifacius	Cl	Co	—	Footmen (20/20/R)	Control a Level 1 Cathedral, Christianity > 3, Survive 5 Minutes
2408	Legate Rabitus	Cl	Co	—	Polearmsmen (20/20/R)	Control a Level 2 Cathedral, Christianity > 4, Survive 10 Minutes
2409	Legate Christoff	Cl	Co	—	Swiss Pikemen (15/15/R)	Control a Level 3 Cathedral, Christianity > 5, Survive 20 Minutes
2410	Legate Francois	Cl	Co	—	Teutonic Knights (10/10/R)	Control a Level 4 Cathedral, Christianity > 6, Survive 25 Minutes
2411	The Prophet	Cl	Co	—	Saintly	Place 7 Churches, Control a Level 1 Cathedral, Christianity > 6
2417	The Martyr	Cl	Co	—	Saintly	Place 3 Churches, Control a Level 1 Cathedral, Christianity > 6